

Unique solved — BurnedChicken

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Count: 4,499

1.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,537 global accepts · Rating: 800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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2.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

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3.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,212 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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4.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,460 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

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5.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,114 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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6.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,166 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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7.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

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8.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,979 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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9.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,342 global accepts · Rating: 800 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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10.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,445 global accepts · Rating: 800 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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11.

1409A

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

Quality: 80,419 global accepts · Rating: 800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

12.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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13.

1579A

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

Quality: 41,992 global accepts · Rating: 800 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

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14.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,423 global accepts · Rating: 800 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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15.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

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16.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,392 global accepts · Rating: 800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

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17.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

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18.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,986 global accepts · Rating: 800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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19.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, two pointers

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20.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,269 global accepts · Rating: 800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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21.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,542 global accepts · Rating: 800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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22.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,079 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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23.

2183A

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

Quality: 23,666 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

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24.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,438 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

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25.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,328 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[BurnedChicken's solution](#)

26.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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27.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

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28.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

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29.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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30.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

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31.

2176A

[Operations with Inversions](#) · [Tutorial](#)

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32.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,391 global accepts · Rating: 800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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33.

2170A

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

Quality: 19,915 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math
[BurnedChicken's solution](#)

34.

2171A

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

Quality: 37,246 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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35.

2163A

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

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[BurnedChicken's solution](#)

36.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
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37.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
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38.

2167C

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

Quality: 36,057 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[BurnedChicken's solution](#)

39.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,812 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings
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40.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,452 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
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41.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
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42.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

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43.

2162A

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

Quality: 41,588 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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44.

2153B

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Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

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45.

2153A

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

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46.

2145A

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Quality: 30,751 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

47.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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48.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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49.

2149B

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Quality: 33,038 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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50.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,903 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

51.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

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52.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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53.

2143A

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Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

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54.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,679 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[BurnedChicken's solution](#)

55.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,044 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry

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56.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,414 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[BurnedChicken's solution](#)

57.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,260 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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58.

2137A

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59.

2136A

[In the Dream](#) · [Tutorial](#)

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60.

2134A

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61.

2131B

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62.

2131A

[Lever](#) · [Tutorial](#)

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63.

2127A

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64.

2128A

[Recycling Center](#) · [Tutorial](#)

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65.

2125A

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

Quality: 27,977 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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66.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

67.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,691 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

68.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,082 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

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69.

2124A

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

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

70.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,199 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

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71.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

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72.

2116A

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

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[BurnedChicken's solution](#)

73.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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74.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,687 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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75.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
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76.

2120A

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

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
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77.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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78.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,201 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
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79.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[BurnedChicken's solution](#)

80.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[BurnedChicken's solution](#)

81.

2109A

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

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[BurnedChicken's solution](#)

82.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory
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83.

2108A

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

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84.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math
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85.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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86.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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87.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
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88.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,277 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: strings
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89.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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90.

2092A

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

Quality: 28,315 global accepts · Rating: 800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
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91.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
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92.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
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93.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,643 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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94.

1453A

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

Quality: 24,262 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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95.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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96.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,817 global accepts · Rating: 800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
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97.

1760B

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

Quality: 53,339 global accepts · Rating: 800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
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98.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,930 global accepts · Rating: 800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[BurnedChicken's solution](#)

99.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,917 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[BurnedChicken's solution](#)

100.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[BurnedChicken's solution](#)

101.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,737 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[BurnedChicken's solution](#)

102.

1899A

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

Quality: 92,736 global accepts · Rating: 800 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory
[BurnedChicken's solution](#)

103.

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: strings
[BurnedChicken's solution](#)

104.

2065A

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

Quality: 55,629 global accepts · Rating: 800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[BurnedChicken's solution](#)

105.

2067A

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

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[BurnedChicken's solution](#)

106.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,199 global accepts · Rating: 800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[BurnedChicken's solution](#)

107.

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[BurnedChicken's solution](#)

108.

1850C

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

Quality: 53,541 global accepts · Rating: 800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[BurnedChicken's solution](#)

109.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,093 global accepts · Rating: 800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[BurnedChicken's solution](#)

110.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,291 global accepts · Rating: 800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

111.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,312 global accepts · Rating: 800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

112.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BurnedChicken's solution](#)

113.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[BurnedChicken's solution](#)

114.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

115.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

116.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation

[BurnedChicken's solution](#)

117.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,020 global accepts · Rating: 800 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

118.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,691 global accepts · Rating: 800 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[BurnedChicken's solution](#)

119.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[BurnedChicken's solution](#)

120.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,349 global accepts · Rating: 800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

121.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,710 global accepts · Rating: 800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

122.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

123.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[BurnedChicken's solution](#)

124.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[BurnedChicken's solution](#)

125.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[BurnedChicken's solution](#)

126.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[BurnedChicken's solution](#)

127.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

128.

2038N

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

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

129.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

130.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

131.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,691 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

132.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[BurnedChicken's solution](#)

133.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

134.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[BurnedChicken's solution](#)

135.

2033A

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

Quality: 41,159 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[BurnedChicken's solution](#)

136.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BurnedChicken's solution](#)

137.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[BurnedChicken's solution](#)

138.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[BurnedChicken's solution](#)

139.

2020A

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

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[BurnedChicken's solution](#)

140.

2014B

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

Quality: 33,190 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

141.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

142.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

143.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,957 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

144.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,224 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

145.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[BurnedChicken's solution](#)

146.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[BurnedChicken's solution](#)

147.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

148.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[BurnedChicken's solution](#)

149.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,102 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[BurnedChicken's solution](#)

150.

2002A

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

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

[BurnedChicken's solution](#)

151.

1998A

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

Quality: 26,135 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[BurnedChicken's solution](#)

152.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,924 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

153.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,639 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

154.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

155.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[BurnedChicken's solution](#)

156.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: strings

[BurnedChicken's solution](#)

157.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

158.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[BurnedChicken's solution](#)

159.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,233 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[BurnedChicken's solution](#)

160.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

161.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

162.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

163.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[BurnedChicken's solution](#)

164.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,985 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[BurnedChicken's solution](#)

165.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[BurnedChicken's solution](#)

166.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BurnedChicken's solution](#)

167.

1984A

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

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

[BurnedChicken's solution](#)

168.

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[BurnedChicken's solution](#)

169.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[BurnedChicken's solution](#)

170.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

171.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[BurnedChicken's solution](#)

172.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[BurnedChicken's solution](#)

173.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

174.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[BurnedChicken's solution](#)

175.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[BurnedChicken's solution](#)

176.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

177.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,901 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

178.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

179.

1950A

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

Quality: 69,443 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

180.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[BurnedChicken's solution](#)

181.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,318 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

182.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[BurnedChicken's solution](#)

183.

1941A

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

Quality: 47,694 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

184.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[BurnedChicken's solution](#)

185.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

186.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

187.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[BurnedChicken's solution](#)

188.

1933A

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

Quality: 42,105 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[BurnedChicken's solution](#)

189.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

190.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

191.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BurnedChicken's solution](#)

192.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

193.

1931A

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

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[BurnedChicken's solution](#)

194.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[BurnedChicken's solution](#)

195.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BurnedChicken's solution](#)

196.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

197.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[BurnedChicken's solution](#)

198.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

199.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

200.

1920A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BurnedChicken's solution](#)

201.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[BurnedChicken's solution](#)

202.

1915B

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

Quality: 50,351 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[BurnedChicken's solution](#)

203.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,796 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[BurnedChicken's solution](#)

204.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,244 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

205.

1914B

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

Quality: 33,225 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

206.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BurnedChicken's solution](#)

207.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

208.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

209.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,085 global accepts · Rating: 800 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[BurnedChicken's solution](#)

210.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

211.

1878A

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

Quality: 78,657 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

212.

1882A

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

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

[BurnedChicken's solution](#)

213.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

214.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

215.

1855A

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

Quality: 29,928 global accepts · Rating: 800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

216.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,057 global accepts · Rating: 800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BurnedChicken's solution](#)

217.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number theory

[BurnedChicken's solution](#)

218.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[BurnedChicken's solution](#)

219.

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

220.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

221.

1843C

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

Quality: 39,497 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[BurnedChicken's solution](#)

222.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,101 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[BurnedChicken's solution](#)

223.

1843A

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

Quality: 37,309 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[BurnedChicken's solution](#)

224.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,653 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

225.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[BurnedChicken's solution](#)

226.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[BurnedChicken's solution](#)

227.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

228.

1831A

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

Quality: 46,296 global accepts · Rating: 800 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

229.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

230.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

231.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[BurnedChicken's solution](#)

232.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

233.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

234.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BurnedChicken's solution](#)

235.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[BurnedChicken's solution](#)

236.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[BurnedChicken's solution](#)

237.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,441 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

238.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[BurnedChicken's solution](#)

239.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

240.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[BurnedChicken's solution](#)

241.

1786A1

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

Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

242.

1786A2

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

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

243.

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BurnedChicken's solution](#)

244.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,924 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[BurnedChicken's solution](#)

245.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[BurnedChicken's solution](#)

246.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[BurnedChicken's solution](#)

247.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[BurnedChicken's solution](#)

248.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

249.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,449 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[BurnedChicken's solution](#)

250.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

251.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

252.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

253.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[BurnedChicken's solution](#)

254.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BurnedChicken's solution](#)

255.

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[BurnedChicken's solution](#)

256.

1799A

[Recent Actions](#) · [Tutorial](#)

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

implementation, math

[BurnedChicken's solution](#)

257.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[BurnedChicken's solution](#)

258.

1789A

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

Quality: 32,962 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

259.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

260.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

261.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,979 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[BurnedChicken's solution](#)

262.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,750 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

263.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

264.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

265.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[BurnedChicken's solution](#)

266.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[BurnedChicken's solution](#)

267.

1768A

[Greatest Convex](#) · [Tutorial](#)

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

[BurnedChicken's solution](#)

268.

1779A

[Hall of Fame](#) · [Tutorial](#)

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

[BurnedChicken's solution](#)

269.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

270.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[BurnedChicken's solution](#)

271.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

272.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[BurnedChicken's solution](#)

273.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

274.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

275.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,595 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[BurnedChicken's solution](#)

276.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[BurnedChicken's solution](#)

277.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation, math

[BurnedChicken's solution](#)

278.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

279.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[BurnedChicken's solution](#)

280.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[BurnedChicken's solution](#)

281.

1754A

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

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

282.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

283.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

284.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[BurnedChicken's solution](#)

285.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

286.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

287.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[BurnedChicken's solution](#)

288.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[BurnedChicken's solution](#)

289.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[BurnedChicken's solution](#)

290.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[BurnedChicken's solution](#)

291.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[BurnedChicken's solution](#)

292.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[BurnedChicken's solution](#)

293.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[BurnedChicken's solution](#)

294.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[BurnedChicken's solution](#)

295.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[BurnedChicken's solution](#)

296.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation
[BurnedChicken's solution](#)

297.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[BurnedChicken's solution](#)

298.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[BurnedChicken's solution](#)

299.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

300.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

301.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[BurnedChicken's solution](#)

302.

1696A

[NIT orz!](#) · [Tutorial](#)

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1689A

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1688A

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1686A

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310.

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311.

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312.

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1673A

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1672B

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315.

1672A

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316.

1669C

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317.

1669B

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1669A

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1668A

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1658A

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1658B

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1637A

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1632A

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1616A

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1615A

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339.

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1574A

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346.

1566A

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1567A

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350.

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1560B

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355.

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357.

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1557A

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361.

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363.

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1525A

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1515A

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1517A

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1504A

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376.

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1466B

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1466A

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1450A

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1451A

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1438A

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386.

1421A

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1428A

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1422A

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389.

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390.

1426A

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391.

1417A

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392.

1159A

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393.

1180A

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394.

1405A

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395.

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396.

1392B

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397.

1392A

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398.

1385A

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399.

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400.

1382A

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401.

1369A

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402.

1162A

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403.

1371A

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404.

1370A

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Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[BurnedChicken's solution](#)

405.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,252 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

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406.

1091A

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407.

1088A

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Quality: 17,636 global accepts · Rating: 800 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

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408.

1358A

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409.

1345A

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Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: math

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410.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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411.

1352A

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

Quality: 104,103 global accepts · Rating: 800 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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412.

1348A

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Quality: 42,848 global accepts · Rating: 800 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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413.

1343B

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Quality: 65,130 global accepts · Rating: 800 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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414.

1337A

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Quality: 42,909 global accepts · Rating: 800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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415.

1335A

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Quality: 104,788 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

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416.

1328A

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Quality: 131,897 global accepts · Rating: 800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math

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417.

897A

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Quality: 15,091 global accepts · Rating: 800 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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418.

1143A

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419.

1148A

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420.

595A

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421.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

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[BurnedChicken's solution](#)

422.

987A

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423.

984A

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424.

1139A

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Quality: 17,651 global accepts · Rating: 800 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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425.

1080A

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426.

1136A

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427.

1064A

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Quality: 25,159 global accepts · Rating: 800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

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428.

1178A

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Quality: 11,290 global accepts · Rating: 800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

429.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

430.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

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431.

1312A

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Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

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432.

1323A

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Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[BurnedChicken's solution](#)

433.

1316A

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Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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434.

1305A

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Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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435.

1311A

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Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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436.

1315A

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437.

1307A

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Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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438.

1304A

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439.

1301A

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440.

1303A

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441.

1300A

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442.

1296A

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443.

1294A

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Quality: 53,430 global accepts · Rating: 800 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

444.

1093A

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Quality: 18,357 global accepts · Rating: 800 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: math

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445.

1167A

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446.

1017A

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447.

1015A

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448.

1005A

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449.

1092B

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450.

835A

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Quality: 21,712 global accepts · Rating: 800 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math

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451.

1006A

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452.

1003A

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453.

721A

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454.

978B

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455.

1095A

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456.

1077A

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457.

431A

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458.

749A

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459.

711A

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460.

509A

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461.

703A

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462.

758A

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463.

581A

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464.

200B

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465.

677A

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466.

344A

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467.

734A

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468.

136A

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469.

617A

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470.

263A

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471.

1146A

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472.

867A

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473.

1186A

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474.

959A

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475.

935A

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476.

1097A

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477.

996A

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478.

1154A

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479.

785A

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480.

705A

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481.

791A

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482.

1030A

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483.

977A

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484.

1189A

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485.

1191A

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486.

1194A

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487.

1196A

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488.

1200A

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489.

1206A

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490.

1207A

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491.

1209A

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492.

1223A

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493.

1250F

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494.

1283A

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495.

1285A

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496.

1287A

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[BurnedChicken's solution](#)

497.

1284A

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Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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498.

1270A

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499.

1269A

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500.

1271A

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Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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501.

1281A

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502.

1243A

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Quality: 16,378 global accepts · Rating: 800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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503.

1257A

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Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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504.

1255A

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Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math

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505.

1249A

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506.

1236A

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Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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507.

1244A

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508.

1234A

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[BurnedChicken's solution](#)

509.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[BurnedChicken's solution](#)

510.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-29 · last AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[BurnedChicken's solution](#)

511.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: strings
[BurnedChicken's solution](#)

512.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[BurnedChicken's solution](#)

513.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[BurnedChicken's solution](#)

514.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,853 global accepts · Rating: 900 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[BurnedChicken's solution](#)

515.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,936 global accepts · Rating: 900 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[BurnedChicken's solution](#)

516.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[BurnedChicken's solution](#)

517.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

518.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,054 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

519.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

520.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

521.

2140B

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

Quality: 22,131 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[BurnedChicken's solution](#)

522.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[BurnedChicken's solution](#)

523.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,930 global accepts · Rating: 900 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[BurnedChicken's solution](#)

524.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

525.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,499 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

526.

2110B

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

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[BurnedChicken's solution](#)

527.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[BurnedChicken's solution](#)

528.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,489 global accepts · Rating: 900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math
[BurnedChicken's solution](#)

529.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[BurnedChicken's solution](#)

530.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,800 global accepts · Rating: 900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[BurnedChicken's solution](#)

531.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,082 global accepts · Rating: 900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[BurnedChicken's solution](#)

532.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[BurnedChicken's solution](#)

533.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,757 global accepts · Rating: 900 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[BurnedChicken's solution](#)

534.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[BurnedChicken's solution](#)

535.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[BurnedChicken's solution](#)

536.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[BurnedChicken's solution](#)

537.

2033B

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

Quality: 28,843 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[BurnedChicken's solution](#)

538.

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

539.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[BurnedChicken's solution](#)

540.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

541.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[BurnedChicken's solution](#)

542.

1992C

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

Quality: 33,256 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

543.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[BurnedChicken's solution](#)

544.

1954A

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

Quality: 27,628 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

545.

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

[BurnedChicken's solution](#)

546.

1941C

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

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[BurnedChicken's solution](#)

547.

1927B

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

Quality: 38,129 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[BurnedChicken's solution](#)

548.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[BurnedChicken's solution](#)

549.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,599 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

550.

1915D

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

Quality: 35,083 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[BurnedChicken's solution](#)

551.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[BurnedChicken's solution](#)

552.

1878C

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

Quality: 57,640 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

553.

1879B

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

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

[BurnedChicken's solution](#)

554.

1855B

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

Quality: 44,919 global accepts · Rating: 900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[BurnedChicken's solution](#)

555.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[BurnedChicken's solution](#)

556.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[BurnedChicken's solution](#)

557.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

558.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

559.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,048 global accepts · Rating: 900 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

560.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

561.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

562.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

563.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,863 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

564.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

565.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

566.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

567.

1771A

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

Quality: 25,300 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[BurnedChicken's solution](#)

568.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

569.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

570.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

571.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[BurnedChicken's solution](#)

572.

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

573.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

574.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,541 global accepts · Rating: 900 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

575.

1696B

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

Quality: 36,319 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

576.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)

577.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[BurnedChicken's solution](#)

578.

1665B

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

Quality: 32,892 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BurnedChicken's solution](#)

579.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

580.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math,

number theory

[BurnedChicken's solution](#)

581.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

582.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[BurnedChicken's solution](#)

583.

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

584.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,581 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[BurnedChicken's solution](#)

585.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

586.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

587.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

588.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[BurnedChicken's solution](#)

589.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[BurnedChicken's solution](#)

590.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[BurnedChicken's solution](#)

591.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

592.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[BurnedChicken's solution](#)

593.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

594.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

595.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[BurnedChicken's solution](#)

596.

1341A

[Nastya and Rice](#) · [Tutorial](#)

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

[BurnedChicken's solution](#)

597.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,385 global accepts · Rating: 900 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

598.

1337B

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

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

[BurnedChicken's solution](#)

599.

1335B

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

Quality: 42,598 global accepts · Rating: 900 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

600.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,208 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[BurnedChicken's solution](#)

601.

1330A

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

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

[BurnedChicken's solution](#)

602.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

603.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

604.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[BurnedChicken's solution](#)

605.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

606.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[BurnedChicken's solution](#)

607.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

608.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,683 global accepts · Rating: 900 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[BurnedChicken's solution](#)

609.

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

[BurnedChicken's solution](#)

610.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[BurnedChicken's solution](#)

611.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BurnedChicken's solution](#)

612.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

613.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[BurnedChicken's solution](#)

614.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

615.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

616.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

617.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

618.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

619.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[BurnedChicken's solution](#)

620.

1247A

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

Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

621.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[BurnedChicken's solution](#)

622.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

623.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[BurnedChicken's solution](#)

624.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,390 global accepts · Rating: 1000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

625.

2203B

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

Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[BurnedChicken's solution](#)

626.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

627.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

628.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[BurnedChicken's solution](#)

629.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

630.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[BurnedChicken's solution](#)

631.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[BurnedChicken's solution](#)

632.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

633.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[BurnedChicken's solution](#)

634.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

635.

2147B

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

636.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,912 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[BurnedChicken's solution](#)

637.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

638.

2148D

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

Quality: 26,737 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BurnedChicken's solution](#)

639.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,270 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

640.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,878 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[BurnedChicken's solution](#)

641.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[BurnedChicken's solution](#)

642.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

643.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BurnedChicken's solution](#)

644.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[BurnedChicken's solution](#)

645.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

implementation, math

[BurnedChicken's solution](#)

646.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

647.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[BurnedChicken's solution](#)

648.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[BurnedChicken's solution](#)

649.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

650.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

651.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[BurnedChicken's solution](#)

652.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[BurnedChicken's solution](#)

653.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,520 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[BurnedChicken's solution](#)

654.

2000C

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

Quality: 31,426 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[BurnedChicken's solution](#)

655.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[BurnedChicken's solution](#)

656.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[BurnedChicken's solution](#)

657.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,744 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[BurnedChicken's solution](#)

658.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

659.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[BurnedChicken's solution](#)

660.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[BurnedChicken's solution](#)

661.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[BurnedChicken's solution](#)

662.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

663.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[BurnedChicken's solution](#)

664.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BurnedChicken's solution](#)

665.

1927C

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

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BurnedChicken's solution](#)

666.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[BurnedChicken's solution](#)

667.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

668.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,882 global accepts · Rating: 1000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

669.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

670.

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

[BurnedChicken's solution](#)

671.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,568 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[BurnedChicken's solution](#)

672.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

673.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[BurnedChicken's solution](#)

674.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

675.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

676.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,263 global accepts · Rating: 1000 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

677.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[BurnedChicken's solution](#)

678.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[BurnedChicken's solution](#)

679.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,346 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[BurnedChicken's solution](#)

680.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[BurnedChicken's solution](#)

681.

1800C1

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

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[BurnedChicken's solution](#)

682.

1800B

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

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[BurnedChicken's solution](#)

683.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[BurnedChicken's solution](#)

684.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[BurnedChicken's solution](#)

685.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[BurnedChicken's solution](#)

686.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[BurnedChicken's solution](#)

687.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[BurnedChicken's solution](#)

688.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

689.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[BurnedChicken's solution](#)

690.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,913 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[BurnedChicken's solution](#)

691.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[BurnedChicken's solution](#)

692.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,309 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[BurnedChicken's solution](#)

693.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

694.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

695.

1632B

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

Quality: 31,536 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[BurnedChicken's solution](#)

696.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[BurnedChicken's solution](#)

697.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

698.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[BurnedChicken's solution](#)

699.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[BurnedChicken's solution](#)

700.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,933 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[BurnedChicken's solution](#)

701.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[BurnedChicken's solution](#)

702.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[BurnedChicken's solution](#)

703.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[BurnedChicken's solution](#)

704.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[BurnedChicken's solution](#)

705.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

706.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[BurnedChicken's solution](#)

707.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,068 global accepts · Rating: 1000 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[BurnedChicken's solution](#)

708.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1000 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

709.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

710.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

711.

1362A

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

Quality: 34,079 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

712.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[BurnedChicken's solution](#)

713.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

714.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[BurnedChicken's solution](#)

715.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[BurnedChicken's solution](#)

716.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

717.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

718.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

719.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

720.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 1000 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[BurnedChicken's solution](#)

721.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[BurnedChicken's solution](#)

722.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[BurnedChicken's solution](#)

723.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[BurnedChicken's solution](#)

724.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[BurnedChicken's solution](#)

725.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[BurnedChicken's solution](#)

726.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

727.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[BurnedChicken's solution](#)

728.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

729.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

730.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[BurnedChicken's solution](#)

731.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

732.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

733.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,183 global accepts · Rating: 1000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[BurnedChicken's solution](#)

734.

1223B

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

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[BurnedChicken's solution](#)

735.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[BurnedChicken's solution](#)

736.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

737.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[BurnedChicken's solution](#)

738.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

739.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[BurnedChicken's solution](#)

740.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,487 global accepts · Rating: 1000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

741.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

742.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

743.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

744.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

745.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

746.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[BurnedChicken's solution](#)

747.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[BurnedChicken's solution](#)

748.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

749.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

750.

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

751.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[BurnedChicken's solution](#)

752.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

753.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

754.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

755.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[BurnedChicken's solution](#)

756.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,663 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[BurnedChicken's solution](#)

757.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,523 global accepts · Rating: 1100 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

758.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[BurnedChicken's solution](#)

759.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[BurnedChicken's solution](#)

760.

1873E

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

Quality: 43,455 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings

[BurnedChicken's solution](#)

761.

1624C

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

Quality: 26,832 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[BurnedChicken's solution](#)

762.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[BurnedChicken's solution](#)

763.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[BurnedChicken's solution](#)

764.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BurnedChicken's solution](#)

765.

2183B

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

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

766.

2179C

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

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[BurnedChicken's solution](#)

767.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[BurnedChicken's solution](#)

768.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

769.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BurnedChicken's solution](#)

770.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[BurnedChicken's solution](#)

771.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

772.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BurnedChicken's solution](#)

773.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[BurnedChicken's solution](#)

774.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

775.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[BurnedChicken's solution](#)

776.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[BurnedChicken's solution](#)

777.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

778.

2126C

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

Quality: 26,276 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

779.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

780.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[BurnedChicken's solution](#)

781.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

782.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[BurnedChicken's solution](#)

783.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[BurnedChicken's solution](#)

784.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[BurnedChicken's solution](#)

785.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,860 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[BurnedChicken's solution](#)

786.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[BurnedChicken's solution](#)

787.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

788.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[BurnedChicken's solution](#)

789.

1899B

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

Quality: 33,353 global accepts · Rating: 1100 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory

[BurnedChicken's solution](#)

790.

2065C1

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

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[BurnedChicken's solution](#)

791.

1850E

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

Quality: 34,997 global accepts · Rating: 1100 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, implementation, math

[BurnedChicken's solution](#)

792.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory

[BurnedChicken's solution](#)

793.

2061B

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

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

[BurnedChicken's solution](#)

794.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[BurnedChicken's solution](#)

795.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[BurnedChicken's solution](#)

796.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,199 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

797.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

798.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[BurnedChicken's solution](#)

799.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[BurnedChicken's solution](#)

800.

2025B

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

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

801.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[BurnedChicken's solution](#)

802.

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

803.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[BurnedChicken's solution](#)

804.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,671 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[BurnedChicken's solution](#)

805.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BurnedChicken's solution](#)

806.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[BurnedChicken's solution](#)

807.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[BurnedChicken's solution](#)

808.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[BurnedChicken's solution](#)

809.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

810.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[BurnedChicken's solution](#)

811.

1966B

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

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

812.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

813.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

814.

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[BurnedChicken's solution](#)

815.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[BurnedChicken's solution](#)

816.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[BurnedChicken's solution](#)

817.

1933C

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

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[BurnedChicken's solution](#)

818.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[BurnedChicken's solution](#)

819.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[BurnedChicken's solution](#)

820.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[BurnedChicken's solution](#)

821.

1917B

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

Quality: 36,351 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[BurnedChicken's solution](#)

822.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,530 global accepts · Rating: 1100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

823.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[BurnedChicken's solution](#)

824.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

sortings, strings

[BurnedChicken's solution](#)

825.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[BurnedChicken's solution](#)

826.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,722 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[BurnedChicken's solution](#)

827.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

828.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BurnedChicken's solution](#)

829.

1821B

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

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[BurnedChicken's solution](#)

830.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[BurnedChicken's solution](#)

831.

1820B

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

Quality: 23,008 global accepts · Rating: 1100 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[BurnedChicken's solution](#)

832.

1797B

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

Quality: 24,613 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

833.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

834.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

835.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[BurnedChicken's solution](#)

836.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[BurnedChicken's solution](#)

837.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[BurnedChicken's solution](#)

838.

1800C2

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

Quality: 27,086 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)

839.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

840.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[BurnedChicken's solution](#)

841.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[BurnedChicken's solution](#)

842.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,975 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[BurnedChicken's solution](#)

843.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

844.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[BurnedChicken's solution](#)

845.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[BurnedChicken's solution](#)

846.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

847.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,410 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

848.

1656B

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

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[BurnedChicken's solution](#)

849.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BurnedChicken's solution](#)

850.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1100 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[BurnedChicken's solution](#)

851.

1673B

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

Quality: 21,771 global accepts · Rating: 1100 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[BurnedChicken's solution](#)

852.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

853.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

854.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[BurnedChicken's solution](#)

855.

1631B

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

Quality: 26,891 global accepts · Rating: 1100 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

856.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
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857.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[BurnedChicken's solution](#)

858.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[BurnedChicken's solution](#)

859.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[BurnedChicken's solution](#)

860.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[BurnedChicken's solution](#)

861.

1033B

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

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[BurnedChicken's solution](#)

862.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[BurnedChicken's solution](#)

863.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[BurnedChicken's solution](#)

864.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[BurnedChicken's solution](#)

865.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[BurnedChicken's solution](#)

866.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[BurnedChicken's solution](#)

867.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[BurnedChicken's solution](#)

868.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[BurnedChicken's solution](#)

869.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[BurnedChicken's solution](#)

870.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
[BurnedChicken's solution](#)

871.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math
[BurnedChicken's solution](#)

872.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[BurnedChicken's solution](#)

873.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[BurnedChicken's solution](#)

874.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[BurnedChicken's solution](#)

875.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
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876.

1375A

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Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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877.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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878.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[BurnedChicken's solution](#)

879.

1345B

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[BurnedChicken's solution](#)

880.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[BurnedChicken's solution](#)

881.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[BurnedChicken's solution](#)

882.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

883.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

884.

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

[BurnedChicken's solution](#)

885.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,732 global accepts · Rating: 1100 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

886.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[BurnedChicken's solution](#)

887.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[BurnedChicken's solution](#)

888.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[BurnedChicken's solution](#)

889.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[BurnedChicken's solution](#)

890.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

891.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[BurnedChicken's solution](#)

892.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[BurnedChicken's solution](#)

893.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[BurnedChicken's solution](#)

894.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[BurnedChicken's solution](#)

895.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

896.

1231C

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

Quality: 4,363 global accepts · Rating: 1100 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

897.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

898.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

899.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[BurnedChicken's solution](#)

900.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

901.

2210C1

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

Quality: 12,800 global accepts · Rating: 1200 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[BurnedChicken's solution](#)

902.

2202B

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

Quality: 11,141 global accepts · Rating: 1200 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[BurnedChicken's solution](#)

903.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[BurnedChicken's solution](#)

904.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

905.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

906.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[BurnedChicken's solution](#)

907.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,515 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[BurnedChicken's solution](#)

908.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[BurnedChicken's solution](#)

909.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

910.

2170B

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

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

911.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[BurnedChicken's solution](#)

912.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[BurnedChicken's solution](#)

913.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[BurnedChicken's solution](#)

914.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,545 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

915.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[BurnedChicken's solution](#)

916.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[BurnedChicken's solution](#)

917.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[BurnedChicken's solution](#)

918.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

919.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

920.

2126D

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

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[BurnedChicken's solution](#)

921.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[BurnedChicken's solution](#)

922.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[BurnedChicken's solution](#)

923.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

924.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

925.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[BurnedChicken's solution](#)

926.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,566 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[BurnedChicken's solution](#)

927.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

928.

2091D

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

Quality: 23,489 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[BurnedChicken's solution](#)

929.

2085B

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

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

930.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,277 global accepts · Rating: 1200 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[BurnedChicken's solution](#)

931.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-13 · last AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

932.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[BurnedChicken's solution](#)

933.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,619 global accepts · Rating: 1200 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[BurnedChicken's solution](#)

934.

2062C

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

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

[BurnedChicken's solution](#)

935.

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

[BurnedChicken's solution](#)

936.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[BurnedChicken's solution](#)

937.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[BurnedChicken's solution](#)

938.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[BurnedChicken's solution](#)

939.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[BurnedChicken's solution](#)

940.

2003C

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

Quality: 21,662 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[BurnedChicken's solution](#)

941.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[BurnedChicken's solution](#)

942.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[BurnedChicken's solution](#)

943.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

944.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[BurnedChicken's solution](#)

945.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,411 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

946.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

947.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[BurnedChicken's solution](#)

948.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,898 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[BurnedChicken's solution](#)

949.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[BurnedChicken's solution](#)

950.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[BurnedChicken's solution](#)

951.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[BurnedChicken's solution](#)

952.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[BurnedChicken's solution](#)

953.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

954.

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

[BurnedChicken's solution](#)

955.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[BurnedChicken's solution](#)

956.

1935B

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

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

957.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[BurnedChicken's solution](#)

958.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[BurnedChicken's solution](#)

959.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[BurnedChicken's solution](#)

960.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[BurnedChicken's solution](#)

961.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,086 global accepts · Rating: 1200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[BurnedChicken's solution](#)

962.

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[BurnedChicken's solution](#)

963.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,727 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[BurnedChicken's solution](#)

964.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[BurnedChicken's solution](#)

965.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[BurnedChicken's solution](#)

966.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,690 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[BurnedChicken's solution](#)

967.

1834C

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

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[BurnedChicken's solution](#)

968.

1822D

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

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

969.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,977 global accepts · Rating: 1200 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[BurnedChicken's solution](#)

970.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[BurnedChicken's solution](#)

971.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

972.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[BurnedChicken's solution](#)

973.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[BurnedChicken's solution](#)

974.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BurnedChicken's solution](#)

975.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[BurnedChicken's solution](#)

976.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[BurnedChicken's solution](#)

977.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[BurnedChicken's solution](#)

978.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BurnedChicken's solution](#)

979.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[BurnedChicken's solution](#)

980.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

981.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[BurnedChicken's solution](#)

982.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[BurnedChicken's solution](#)

983.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[BurnedChicken's solution](#)

984.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

985.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[BurnedChicken's solution](#)

986.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[BurnedChicken's solution](#)

987.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

988.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

989.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,709 global accepts · Rating: 1200 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[BurnedChicken's solution](#)

990.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy,

strings, two pointers

[BurnedChicken's solution](#)

991.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,335 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[BurnedChicken's solution](#)

992.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[BurnedChicken's solution](#)

993.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[BurnedChicken's solution](#)

994.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,478 global accepts · Rating: 1200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[BurnedChicken's solution](#)

995.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[BurnedChicken's solution](#)

996.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[BurnedChicken's solution](#)

997.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[BurnedChicken's solution](#)

998.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[BurnedChicken's solution](#)

999.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

1000.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

1001.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[BurnedChicken's solution](#)

1002.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BurnedChicken's solution](#)

1003.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,709 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

1004.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[BurnedChicken's solution](#)

1005.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

1006.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

1007.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[BurnedChicken's solution](#)

1008.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

1009.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1010.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

1011.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[BurnedChicken's solution](#)

1012.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[BurnedChicken's solution](#)

1013.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

1014.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

1015.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[BurnedChicken's solution](#)

1016.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[BurnedChicken's solution](#)

1017.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[BurnedChicken's solution](#)

1018.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[BurnedChicken's solution](#)

1019.

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

[BurnedChicken's solution](#)

1020.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, implementation

[BurnedChicken's solution](#)

1021.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation

[BurnedChicken's solution](#)

1022.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,950 global accepts · Rating: 1200 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[BurnedChicken's solution](#)

1023.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[BurnedChicken's solution](#)

1024.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BurnedChicken's solution](#)

1025.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[BurnedChicken's solution](#)

1026.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[BurnedChicken's solution](#)

1027.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

1028.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1029.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[BurnedChicken's solution](#)

1030.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[BurnedChicken's solution](#)

1031.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[BurnedChicken's solution](#)

1032.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[BurnedChicken's solution](#)

1033.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

1034.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1035.

1294B

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

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[BurnedChicken's solution](#)

1036.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

1037.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2020-01-14 · last AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

1038.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

1039.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

1040.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

1041.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)

1042.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1043.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[BurnedChicken's solution](#)

1044.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,739 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[BurnedChicken's solution](#)

1045.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

1046.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

1047.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[BurnedChicken's solution](#)

1048.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[BurnedChicken's solution](#)

1049.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[BurnedChicken's solution](#)

1050.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,087 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[BurnedChicken's solution](#)

1051.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,780 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

1052.

2201A1

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

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

1053.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,657 global accepts · Rating: 1300 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BurnedChicken's solution](#)

1054.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

1055.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[BurnedChicken's solution](#)

1056.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[BurnedChicken's solution](#)

1057.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[BurnedChicken's solution](#)

1058.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1059.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

1060.

2170C

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

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[BurnedChicken's solution](#)

1061.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

1062.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[BurnedChicken's solution](#)

1063.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[BurnedChicken's solution](#)

1064.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[BurnedChicken's solution](#)

1065.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[BurnedChicken's solution](#)

1066.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[BurnedChicken's solution](#)

1067.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

1068.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[BurnedChicken's solution](#)

1069.

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BurnedChicken's solution](#)

1070.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[BurnedChicken's solution](#)

1071.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[BurnedChicken's solution](#)

1072.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,726 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

[BurnedChicken's solution](#)

1073.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[BurnedChicken's solution](#)

1074.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, greedy, sortings
[BurnedChicken's solution](#)

1075.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, implementation
[BurnedChicken's solution](#)

1076.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[BurnedChicken's solution](#)

1077.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[BurnedChicken's solution](#)

1078.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers
[BurnedChicken's solution](#)

1079.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[BurnedChicken's solution](#)

1080.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[BurnedChicken's solution](#)

1081.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[BurnedChicken's solution](#)

1082.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory
[BurnedChicken's solution](#)

1083.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[BurnedChicken's solution](#)

1084.

1850F

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

Quality: 24,585 global accepts · Rating: 1300 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[BurnedChicken's solution](#)

1085.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1086.

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

[BurnedChicken's solution](#)

1087.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,848 global accepts · Rating: 1300 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[BurnedChicken's solution](#)

1088.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, interactive

[BurnedChicken's solution](#)

1089.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[BurnedChicken's solution](#)

1090.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[BurnedChicken's solution](#)

1091.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BurnedChicken's solution](#)

1092.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[BurnedChicken's solution](#)

1093.

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[BurnedChicken's solution](#)

1094.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1095.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BurnedChicken's solution](#)

1096.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[BurnedChicken's solution](#)

1097.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[BurnedChicken's solution](#)

1098.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[BurnedChicken's solution](#)

1099.

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

[BurnedChicken's solution](#)

1100.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[BurnedChicken's solution](#)

1101.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[BurnedChicken's solution](#)

1102.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,624 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[BurnedChicken's solution](#)

1103.

1927D

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

Quality: 33,172 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[BurnedChicken's solution](#)

1104.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[BurnedChicken's solution](#)

1105.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,520 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[BurnedChicken's solution](#)

1106.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,043 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[BurnedChicken's solution](#)

1107.

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

[BurnedChicken's solution](#)

1108.

1879C

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

Quality: 27,109 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[BurnedChicken's solution](#)

1109.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[BurnedChicken's solution](#)

1110.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, strings

[BurnedChicken's solution](#)

1111.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[BurnedChicken's solution](#)

1112.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[BurnedChicken's solution](#)

1113.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[BurnedChicken's solution](#)

1114.

889A

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

Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, trees

[BurnedChicken's solution](#)

1115.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[BurnedChicken's solution](#)

1116.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[BurnedChicken's solution](#)

1117.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

1118.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[BurnedChicken's solution](#)

1119.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[BurnedChicken's solution](#)

1120.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[BurnedChicken's solution](#)

1121.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[BurnedChicken's solution](#)

1122.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1123.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

1124.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,735 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[BurnedChicken's solution](#)

1125.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[BurnedChicken's solution](#)

1126.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[BurnedChicken's solution](#)

1127.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[BurnedChicken's solution](#)

1128.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

1129.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[BurnedChicken's solution](#)

1130.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[BurnedChicken's solution](#)

1131.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[BurnedChicken's solution](#)

1132.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[BurnedChicken's solution](#)

1133.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[BurnedChicken's solution](#)

1134.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

1135.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BurnedChicken's solution](#)

1136.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[BurnedChicken's solution](#)

1137.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[BurnedChicken's solution](#)

1138.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[BurnedChicken's solution](#)

1139.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[BurnedChicken's solution](#)

1140.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[BurnedChicken's solution](#)

1141.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

1142.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[BurnedChicken's solution](#)

1143.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,414 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[BurnedChicken's solution](#)

1144.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

1145.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

1146.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[BurnedChicken's solution](#)

1147.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[BurnedChicken's solution](#)

1148.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[BurnedChicken's solution](#)

1149.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[BurnedChicken's solution](#)

1150.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[BurnedChicken's solution](#)

1151.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[BurnedChicken's solution](#)

1152.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BurnedChicken's solution](#)

1153.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[BurnedChicken's solution](#)

1154.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[BurnedChicken's solution](#)

1155.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

1156.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1157.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

1158.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[BurnedChicken's solution](#)

1159.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[BurnedChicken's solution](#)

1160.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[BurnedChicken's solution](#)

1161.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

1162.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[BurnedChicken's solution](#)

1163.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[BurnedChicken's solution](#)

1164.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1165.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[BurnedChicken's solution](#)

1166.

1328B

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

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[BurnedChicken's solution](#)

1167.

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2020-04-03 · last AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[BurnedChicken's solution](#)

1168.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1300 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[BurnedChicken's solution](#)

1169.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[BurnedChicken's solution](#)

1170.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[BurnedChicken's solution](#)

1171.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[BurnedChicken's solution](#)

1172.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[BurnedChicken's solution](#)

1173.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[BurnedChicken's solution](#)

1174.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

1175.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[BurnedChicken's solution](#)

1176.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[BurnedChicken's solution](#)

1177.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[BurnedChicken's solution](#)

1178.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[BurnedChicken's solution](#)

1179.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1180.

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[BurnedChicken's solution](#)

1181.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[BurnedChicken's solution](#)

1182.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[BurnedChicken's solution](#)

1183.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

1184.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[BurnedChicken's solution](#)

1185.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[BurnedChicken's solution](#)

1186.

1249C1

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

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[BurnedChicken's solution](#)

1187.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[BurnedChicken's solution](#)

1188.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,775 global accepts · Rating: 1300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[BurnedChicken's solution](#)

1189.

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-10-29 · last AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[BurnedChicken's solution](#)

1190.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,900 global accepts · Rating: 1300 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

1191.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

1192.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[BurnedChicken's solution](#)

1193.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

1194.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[BurnedChicken's solution](#)

1195.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

1196.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,911 global accepts · Rating: 1400 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[BurnedChicken's solution](#)

1197.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[BurnedChicken's solution](#)

1198.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[BurnedChicken's solution](#)

1199.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

1200.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, strings

[BurnedChicken's solution](#)

1201.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[BurnedChicken's solution](#)

1202.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,577 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[BurnedChicken's solution](#)

1203.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,841 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[BurnedChicken's solution](#)

1204.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[BurnedChicken's solution](#)

1205.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[BurnedChicken's solution](#)

1206.

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[BurnedChicken's solution](#)

1207.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[BurnedChicken's solution](#)

1208.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[BurnedChicken's solution](#)

1209.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,118 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[BurnedChicken's solution](#)

1210.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,323 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees
[BurnedChicken's solution](#)

1211.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[BurnedChicken's solution](#)

1212.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[BurnedChicken's solution](#)

1213.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,906 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[BurnedChicken's solution](#)

1214.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[BurnedChicken's solution](#)

1215.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings
[BurnedChicken's solution](#)

1216.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[BurnedChicken's solution](#)

1217.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,641 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[BurnedChicken's solution](#)

1218.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

1219.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[BurnedChicken's solution](#)

1220.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[BurnedChicken's solution](#)

1221.

2084C

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

Quality: 11,711 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[BurnedChicken's solution](#)

1222.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

1223.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1400 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[BurnedChicken's solution](#)

1224.

1887A1

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

Rating: 1400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[BurnedChicken's solution](#)

1225.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[BurnedChicken's solution](#)

1226.

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

[BurnedChicken's solution](#)

1227.

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

[BurnedChicken's solution](#)

1228.

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

[BurnedChicken's solution](#)

1229.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[BurnedChicken's solution](#)

1230.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[BurnedChicken's solution](#)

1231.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[BurnedChicken's solution](#)

1232.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[BurnedChicken's solution](#)

1233.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[BurnedChicken's solution](#)

1234.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[BurnedChicken's solution](#)

1235.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[BurnedChicken's solution](#)

1236.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[BurnedChicken's solution](#)

1237.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[BurnedChicken's solution](#)

1238.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[BurnedChicken's solution](#)

1239.

2000E

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

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[BurnedChicken's solution](#)

1240.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[BurnedChicken's solution](#)

1241.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

1242.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[BurnedChicken's solution](#)

1243.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

1244.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[BurnedChicken's solution](#)

1245.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[BurnedChicken's solution](#)

1246.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

1247.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[BurnedChicken's solution](#)

1248.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[BurnedChicken's solution](#)

1249.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[BurnedChicken's solution](#)

1250.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[BurnedChicken's solution](#)

1251.

1914E1

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

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[BurnedChicken's solution](#)

1252.

1914E2

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

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[BurnedChicken's solution](#)

1253.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BurnedChicken's solution](#)

1254.

1907D

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

Quality: 23,568 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[BurnedChicken's solution](#)

1255.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,963 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[BurnedChicken's solution](#)

1256.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[BurnedChicken's solution](#)

1257.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[BurnedChicken's solution](#)

1258.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

1259.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[BurnedChicken's solution](#)

1260.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[BurnedChicken's solution](#)

1261.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[BurnedChicken's solution](#)

1262.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,492 global accepts · Rating: 1400 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[BurnedChicken's solution](#)

1263.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

1264.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[BurnedChicken's solution](#)

1265.

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[BurnedChicken's solution](#)

1266.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[BurnedChicken's solution](#)

1267.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[BurnedChicken's solution](#)

1268.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

1269.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[BurnedChicken's solution](#)

1270.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[BurnedChicken's solution](#)

1271.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[BurnedChicken's solution](#)

1272.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1273.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

1274.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

1275.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[BurnedChicken's solution](#)

1276.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

1277.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, sortings

[BurnedChicken's solution](#)

1278.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[BurnedChicken's solution](#)

1279.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[BurnedChicken's solution](#)

1280.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[BurnedChicken's solution](#)

1281.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[BurnedChicken's solution](#)

1282.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[BurnedChicken's solution](#)

1283.

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[BurnedChicken's solution](#)

1284.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[BurnedChicken's solution](#)

1285.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[BurnedChicken's solution](#)

1286.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[BurnedChicken's solution](#)

1287.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[BurnedChicken's solution](#)

1288.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,733 global accepts · Rating: 1400 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[BurnedChicken's solution](#)

1289.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[BurnedChicken's solution](#)

1290.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[BurnedChicken's solution](#)

1291.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
[BurnedChicken's solution](#)

1292.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[BurnedChicken's solution](#)

1293.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu
[BurnedChicken's solution](#)

1294.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[BurnedChicken's solution](#)

1295.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings
[BurnedChicken's solution](#)

1296.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[BurnedChicken's solution](#)

1297.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[BurnedChicken's solution](#)

1298.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[BurnedChicken's solution](#)

1299.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1300.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math

[BurnedChicken's solution](#)

1301.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[BurnedChicken's solution](#)

1302.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[BurnedChicken's solution](#)

1303.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[BurnedChicken's solution](#)

1304.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

1305.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[BurnedChicken's solution](#)

1306.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[BurnedChicken's solution](#)

1307.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[BurnedChicken's solution](#)

1308.

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

[BurnedChicken's solution](#)

1309.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

1310.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1311.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1312.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search

[BurnedChicken's solution](#)

1313.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,589 global accepts · Rating: 1400 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

1314.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[BurnedChicken's solution](#)

1315.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[BurnedChicken's solution](#)

1316.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[BurnedChicken's solution](#)

1317.

1330B

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

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

[BurnedChicken's solution](#)

1318.

516A

[Brazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[BurnedChicken's solution](#)

1319.

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

[BurnedChicken's solution](#)

1320.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

1321.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1400 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[BurnedChicken's solution](#)

1322.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[BurnedChicken's solution](#)

1323.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[BurnedChicken's solution](#)

1324.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[BurnedChicken's solution](#)

1325.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[BurnedChicken's solution](#)

1326.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 25,999 global accepts · Rating: 1400 · first AC: 2020-02-12 · last AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[BurnedChicken's solution](#)

1327.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[BurnedChicken's solution](#)

1328.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

1329.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[BurnedChicken's solution](#)

1330.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[BurnedChicken's solution](#)

1331.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[BurnedChicken's solution](#)

1332.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

1333.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[BurnedChicken's solution](#)

1334.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[BurnedChicken's solution](#)

1335.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BurnedChicken's solution](#)

1336.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

1337.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[BurnedChicken's solution](#)

1338.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1339.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

1340.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1341.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[BurnedChicken's solution](#)

1342.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[BurnedChicken's solution](#)

1343.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

1344.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[BurnedChicken's solution](#)

1345.

2205C

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

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

1346.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,027 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[BurnedChicken's solution](#)

1347.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,552 global accepts · Rating: 1500 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[BurnedChicken's solution](#)

1348.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

1349.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1350.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

1351.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation

[BurnedChicken's solution](#)

1352.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[BurnedChicken's solution](#)

1353.

2183D1

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

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[BurnedChicken's solution](#)

1354.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[BurnedChicken's solution](#)

1355.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[BurnedChicken's solution](#)

1356.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[BurnedChicken's solution](#)

1357.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[BurnedChicken's solution](#)

1358.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[BurnedChicken's solution](#)

1359.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

divide and conquer, greedy, trees

[BurnedChicken's solution](#)

1360.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,742 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[BurnedChicken's solution](#)

1361.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[BurnedChicken's solution](#)

1362.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[BurnedChicken's solution](#)

1363.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[BurnedChicken's solution](#)

1364.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

1365.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[BurnedChicken's solution](#)

1366.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[BurnedChicken's solution](#)

1367.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[BurnedChicken's solution](#)

1368.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[BurnedChicken's solution](#)

1369.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math
[BurnedChicken's solution](#)

1370.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BurnedChicken's solution](#)

1371.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[BurnedChicken's solution](#)

1372.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[BurnedChicken's solution](#)

1373.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[BurnedChicken's solution](#)

1374.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[BurnedChicken's solution](#)

1375.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1376.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[BurnedChicken's solution](#)

1377.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[BurnedChicken's solution](#)

1378.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

1379.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

1380.

1999G1

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

Quality: 14,526 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[BurnedChicken's solution](#)

1381.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[BurnedChicken's solution](#)

1382.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[BurnedChicken's solution](#)

1383.

1950E

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

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[BurnedChicken's solution](#)

1384.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[BurnedChicken's solution](#)

1385.

1933E

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

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[BurnedChicken's solution](#)

1386.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[BurnedChicken's solution](#)

1387.

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

[BurnedChicken's solution](#)

1388.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

1389.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

1390.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)

1391.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[BurnedChicken's solution](#)

1392.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[BurnedChicken's solution](#)

1393.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[BurnedChicken's solution](#)

1394.

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BurnedChicken's solution](#)

1395.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[BurnedChicken's solution](#)

1396.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1397.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[BurnedChicken's solution](#)

1398.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation

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1399.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[BurnedChicken's solution](#)

1400.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[BurnedChicken's solution](#)

1401.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[BurnedChicken's solution](#)

1402.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1403.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[BurnedChicken's solution](#)

1404.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[BurnedChicken's solution](#)

1405.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[BurnedChicken's solution](#)

1406.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[BurnedChicken's solution](#)

1407.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[BurnedChicken's solution](#)

1408.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1409.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[BurnedChicken's solution](#)

1410.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[BurnedChicken's solution](#)

1411.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[BurnedChicken's solution](#)

1412.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[BurnedChicken's solution](#)

1413.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[BurnedChicken's solution](#)

1414.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[BurnedChicken's solution](#)

1415.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

1416.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

1417.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[BurnedChicken's solution](#)

1418.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[BurnedChicken's solution](#)

1419.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[BurnedChicken's solution](#)

1420.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[BurnedChicken's solution](#)

1421.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[BurnedChicken's solution](#)

1422.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[BurnedChicken's solution](#)

1423.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[BurnedChicken's solution](#)

1424.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[BurnedChicken's solution](#)

1425.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

1426.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[BurnedChicken's solution](#)

1427.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

1428.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

1429.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[BurnedChicken's solution](#)

1430.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[BurnedChicken's solution](#)

1431.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[BurnedChicken's solution](#)

1432.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[BurnedChicken's solution](#)

1433.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1434.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[BurnedChicken's solution](#)

1435.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[BurnedChicken's solution](#)

1436.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

1437.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[BurnedChicken's solution](#)

1438.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1439.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1500 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[BurnedChicken's solution](#)

1440.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs

[BurnedChicken's solution](#)

1441.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[BurnedChicken's solution](#)

1442.

1179A

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

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[BurnedChicken's solution](#)

1443.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[BurnedChicken's solution](#)

1444.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BurnedChicken's solution](#)

1445.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[BurnedChicken's solution](#)

1446.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[BurnedChicken's solution](#)

1447.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[BurnedChicken's solution](#)

1448.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

1449.

1332C

[K-Complete Word](#) · [Tutorial](#)

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

[BurnedChicken's solution](#)

1450.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[BurnedChicken's solution](#)

1451.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

1452.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[BurnedChicken's solution](#)

1453.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[BurnedChicken's solution](#)

1454.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[BurnedChicken's solution](#)

1455.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[BurnedChicken's solution](#)

1456.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[BurnedChicken's solution](#)

1457.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[BurnedChicken's solution](#)

1458.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

1459.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[BurnedChicken's solution](#)

1460.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · last AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[BurnedChicken's solution](#)

1461.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[BurnedChicken's solution](#)

1462.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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1463.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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1464.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[BurnedChicken's solution](#)

1465.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math
[BurnedChicken's solution](#)

1466.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[BurnedChicken's solution](#)

1467.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[BurnedChicken's solution](#)

1468.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[BurnedChicken's solution](#)

1469.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[BurnedChicken's solution](#)

1470.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1471.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1472.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[BurnedChicken's solution](#)

1473.

1249C2

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

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[BurnedChicken's solution](#)

1474.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

1475.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[BurnedChicken's solution](#)

1476.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[BurnedChicken's solution](#)

1477.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

1478.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

1479.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[BurnedChicken's solution](#)

1480.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[BurnedChicken's solution](#)

1481.

2167G

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

Quality: 11,015 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[BurnedChicken's solution](#)

1482.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[BurnedChicken's solution](#)

1483.

2167E

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

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[BurnedChicken's solution](#)

1484.

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[BurnedChicken's solution](#)

1485.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[BurnedChicken's solution](#)

1486.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[BurnedChicken's solution](#)

1487.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[BurnedChicken's solution](#)

1488.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

1489.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

1490.

2094F

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

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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1491.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

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1492.

2085C

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

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[BurnedChicken's solution](#)

1493.

1899F

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Quality: 9,521 global accepts · Rating: 1600 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[BurnedChicken's solution](#)

1494.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[BurnedChicken's solution](#)

1495.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[BurnedChicken's solution](#)

1496.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[BurnedChicken's solution](#)

1497.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[BurnedChicken's solution](#)

1498.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math

[BurnedChicken's solution](#)

1499.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

1500.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[BurnedChicken's solution](#)

1501.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[BurnedChicken's solution](#)

1502.

2028C

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

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[BurnedChicken's solution](#)

1503.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[BurnedChicken's solution](#)

1504.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[BurnedChicken's solution](#)

1505.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[BurnedChicken's solution](#)

1506.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[BurnedChicken's solution](#)

1507.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[BurnedChicken's solution](#)

1508.

1957C

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

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

1509.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1510.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[BurnedChicken's solution](#)

1511.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[BurnedChicken's solution](#)

1512.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

1513.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[BurnedChicken's solution](#)

1514.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

1515.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[BurnedChicken's solution](#)

1516.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,793 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[BurnedChicken's solution](#)

1517.

1771C

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

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[BurnedChicken's solution](#)

1518.

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

[BurnedChicken's solution](#)

1519.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[BurnedChicken's solution](#)

1520.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[BurnedChicken's solution](#)

1521.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[BurnedChicken's solution](#)

1522.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[BurnedChicken's solution](#)

1523.

1840E

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

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[BurnedChicken's solution](#)

1524.

1822E

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

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

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1525.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[BurnedChicken's solution](#)

1526.

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[BurnedChicken's solution](#)

1527.

1798D

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

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

1528.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[BurnedChicken's solution](#)

1529.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

1530.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[BurnedChicken's solution](#)

1531.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[BurnedChicken's solution](#)

1532.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[BurnedChicken's solution](#)

1533.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[BurnedChicken's solution](#)

1534.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[BurnedChicken's solution](#)

1535.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[BurnedChicken's solution](#)

1536.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)

1537.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[BurnedChicken's solution](#)

1538.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

1539.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[BurnedChicken's solution](#)

1540.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

1541.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[BurnedChicken's solution](#)

1542.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[BurnedChicken's solution](#)

1543.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[BurnedChicken's solution](#)

1544.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[BurnedChicken's solution](#)

1545.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[BurnedChicken's solution](#)

1546.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

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1547.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

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1548.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

1549.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[BurnedChicken's solution](#)

1550.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

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1551.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[BurnedChicken's solution](#)

1552.

1610C

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

Quality: 15,621 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

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1553.

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

[BurnedChicken's solution](#)

1554.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

1555.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games

[BurnedChicken's solution](#)

1556.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

1557.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[BurnedChicken's solution](#)

1558.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BurnedChicken's solution](#)

1559.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

1560.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[BurnedChicken's solution](#)

1561.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[BurnedChicken's solution](#)**1562.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[BurnedChicken's solution](#)**1563.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[BurnedChicken's solution](#)**1564.**

1526C2

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

Quality: 29,730 global accepts · Rating: 1600 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)**1565.**

1528A

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

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[BurnedChicken's solution](#)**1566.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)**1567.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[BurnedChicken's solution](#)**1568.**

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)**1569.**

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math

[BurnedChicken's solution](#)**1570.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[BurnedChicken's solution](#)

1571.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[BurnedChicken's solution](#)

1572.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, strings

[BurnedChicken's solution](#)

1573.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[BurnedChicken's solution](#)

1574.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[BurnedChicken's solution](#)

1575.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

1576.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, sortings

[BurnedChicken's solution](#)

1577.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[BurnedChicken's solution](#)

1578.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[BurnedChicken's solution](#)

1579.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[BurnedChicken's solution](#)

1580.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

1581.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[BurnedChicken's solution](#)

1582.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1583.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[BurnedChicken's solution](#)

1584.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

1585.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, two pointers

[BurnedChicken's solution](#)

1586.

1188A1

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Quality: 8,935 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: trees

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1587.

1349A

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Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

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1588.

1198B

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Quality: 9,988 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings

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1589.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers

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1590.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

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1591.

1342C

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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1592.

1348C

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Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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1593.

1240A

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Rating: 1600 · first AC: 2020-04-20 · last AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

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1594.

1336A

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Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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1595.

1334C

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Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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1596.

1327C

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1597.

1217B

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1598.

1305C

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1599.

1321C

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[BurnedChicken's solution](#)

1600.

1261B1

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Rating: 1600 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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1601.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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1602.

1303C

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1603.

1290A

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Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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1604.

1295C

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Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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1605.

1294D

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Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

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1606.

1281B

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Quality: 8,687 global accepts · Rating: 1600 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1607.

1288C

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Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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1608.

1284C

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Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

1609.

1262D1

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Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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1610.

1255C

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1611.

1251C

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1612.

1234D

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1613.

1247C

[p-binary](#) · [Tutorial](#)

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1614.

1238C

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1615.

2205D

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1616.

2203D

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1617.

2201B

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1618.

2201A2

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1619.

1512G

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1620.

1579E2

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1621.

1579F

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1622.

1772E

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1623.

1873H

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1624.

2086D

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1625.

2178D

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1626.

2163B

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1627.

2161B

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1628.

2152D

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1629.

2147D

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1630.

2135B

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1631.

1578H

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1632.

2122C

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1633.

2124D

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1634.

2123F

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1635.

2112D

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1636.

2113C

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2110D

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1638.

2109C2

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1639.

2104E

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1640.

2096C

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1641.

2094G

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1643.

2089A

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1692H

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1645.

2065G

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1646.

2065F

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1647.

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1648.

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1649.

1807F

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2053D

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1651.

2052F

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1652.

2039D

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1653.

2029C

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1654.

2027D1

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1655.

2023B

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1656.

2030D

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1657.

2018C

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1658.

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1659.

2009F

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1660.

2006A

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1661.

1999G2

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1662.

1992E

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1663.

1983D

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1664.

1982D

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1666.

1984C2

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1667.

1975D

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1668.

1942C2

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1669.

1950F

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1670.

1945E

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1671.

1948D

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1672.

1934C

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1673.

1936A

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1674.

1931F

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1675.

1903D1

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1879D

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1864D

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1678.

1765D

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1679.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, interactive

[BurnedChicken's solution](#)

1680.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[BurnedChicken's solution](#)

1681.

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[BurnedChicken's solution](#)

1682.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

1683.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[BurnedChicken's solution](#)

1684.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[BurnedChicken's solution](#)

1685.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[BurnedChicken's solution](#)

1686.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, number theory

[BurnedChicken's solution](#)

1687.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BurnedChicken's solution](#)

1688.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[BurnedChicken's solution](#)

1689.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[BurnedChicken's solution](#)

1690.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[BurnedChicken's solution](#)

1691.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[BurnedChicken's solution](#)

1692.

1731D

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

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[BurnedChicken's solution](#)

1693.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[BurnedChicken's solution](#)

1694.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[BurnedChicken's solution](#)

1695.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[BurnedChicken's solution](#)

1696.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[BurnedChicken's solution](#)

1697.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

1698.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[BurnedChicken's solution](#)

1699.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[BurnedChicken's solution](#)

1700.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[BurnedChicken's solution](#)

1701.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BurnedChicken's solution](#)**1702.**

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[BurnedChicken's solution](#)**1703.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[BurnedChicken's solution](#)**1704.**

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)**1705.**

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BurnedChicken's solution](#)**1706.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)**1707.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[BurnedChicken's solution](#)**1708.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[BurnedChicken's solution](#)**1709.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[BurnedChicken's solution](#)**1710.**

1592C

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

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[BurnedChicken's solution](#)

1711.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BurnedChicken's solution](#)**1712.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[BurnedChicken's solution](#)**1713.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[BurnedChicken's solution](#)**1714.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[BurnedChicken's solution](#)**1715.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[BurnedChicken's solution](#)**1716.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[BurnedChicken's solution](#)**1717.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[BurnedChicken's solution](#)**1718.**

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)**1719.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[BurnedChicken's solution](#)**1720.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BurnedChicken's solution](#)

1721.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[BurnedChicken's solution](#)

1722.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers

[BurnedChicken's solution](#)

1723.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[BurnedChicken's solution](#)

1724.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[BurnedChicken's solution](#)

1725.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[BurnedChicken's solution](#)

1726.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

1727.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[BurnedChicken's solution](#)

1728.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

1729.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

1730.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[BurnedChicken's solution](#)

1731.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[BurnedChicken's solution](#)

1732.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[BurnedChicken's solution](#)

1733.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[BurnedChicken's solution](#)

1734.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[BurnedChicken's solution](#)

1735.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, trees

[BurnedChicken's solution](#)

1736.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[BurnedChicken's solution](#)

1737.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

1738.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[BurnedChicken's solution](#)

1739.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[BurnedChicken's solution](#)

1740.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[BurnedChicken's solution](#)

1741.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[BurnedChicken's solution](#)

1742.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[BurnedChicken's solution](#)

1743.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[BurnedChicken's solution](#)

1744.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[BurnedChicken's solution](#)

1745.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[BurnedChicken's solution](#)

1746.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[BurnedChicken's solution](#)

1747.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[BurnedChicken's solution](#)

1748.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[BurnedChicken's solution](#)

1749.

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[BurnedChicken's solution](#)

1750.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[BurnedChicken's solution](#)

1751.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[BurnedChicken's solution](#)

1752.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[BurnedChicken's solution](#)

1753.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

1754.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[BurnedChicken's solution](#)

1755.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[BurnedChicken's solution](#)

1756.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

1757.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

1758.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2020-01-29 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[BurnedChicken's solution](#)

1759.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[BurnedChicken's solution](#)

1760.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[BurnedChicken's solution](#)

1761.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[BurnedChicken's solution](#)

1762.

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

[BurnedChicken's solution](#)

1763.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[BurnedChicken's solution](#)

1764.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

1765.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1766.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[BurnedChicken's solution](#)

1767.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[BurnedChicken's solution](#)

1768.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

1769.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1770.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[BurnedChicken's solution](#)

1771.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[BurnedChicken's solution](#)

1772.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[BurnedChicken's solution](#)

1773.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

1774.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

1775.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[BurnedChicken's solution](#)

1776.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[BurnedChicken's solution](#)

1777.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[BurnedChicken's solution](#)

1778.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[BurnedChicken's solution](#)

1779.

2208D1

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

Quality: 4,199 global accepts · Rating: 1800 · first AC: 2026-03-14 · last AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[BurnedChicken's solution](#)

1780.

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[BurnedChicken's solution](#)

1781.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[BurnedChicken's solution](#)

1782.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings, two pointers

[BurnedChicken's solution](#)

1783.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[BurnedChicken's solution](#)

1784.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[BurnedChicken's solution](#)

1785.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[BurnedChicken's solution](#)

1786.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[BurnedChicken's solution](#)

1787.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[BurnedChicken's solution](#)

1788.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

1789.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[BurnedChicken's solution](#)

1790.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[BurnedChicken's solution](#)

1791.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[BurnedChicken's solution](#)

1792.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[BurnedChicken's solution](#)

1793.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[BurnedChicken's solution](#)

1794.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[BurnedChicken's solution](#)

1795.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[BurnedChicken's solution](#)

1796.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

1797.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[BurnedChicken's solution](#)

1798.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

1799.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[BurnedChicken's solution](#)

1800.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[BurnedChicken's solution](#)

1801.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[BurnedChicken's solution](#)

1802.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[BurnedChicken's solution](#)

1803.

2091F

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

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[BurnedChicken's solution](#)

1804.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[BurnedChicken's solution](#)

1805.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2025-02-13 · last AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[BurnedChicken's solution](#)

1806.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[BurnedChicken's solution](#)

1807.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[BurnedChicken's solution](#)

1808.

2035D

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

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

[BurnedChicken's solution](#)

1809.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

1810.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[BurnedChicken's solution](#)

1811.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[BurnedChicken's solution](#)

1812.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[BurnedChicken's solution](#)

1813.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[BurnedChicken's solution](#)

1814.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[BurnedChicken's solution](#)

1815.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[BurnedChicken's solution](#)

1816.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[BurnedChicken's solution](#)

1817.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[BurnedChicken's solution](#)

1818.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[BurnedChicken's solution](#)

1819.

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[BurnedChicken's solution](#)

1820.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[BurnedChicken's solution](#)

1821.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[BurnedChicken's solution](#)

1822.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[BurnedChicken's solution](#)

1823.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[BurnedChicken's solution](#)

1824.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[BurnedChicken's solution](#)

1825.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[BurnedChicken's solution](#)

1826.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[BurnedChicken's solution](#)

1827.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[BurnedChicken's solution](#)

1828.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

1829.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, sortings

[BurnedChicken's solution](#)

1830.

1846F

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

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[BurnedChicken's solution](#)

1831.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[BurnedChicken's solution](#)

1832.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1833.

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[BurnedChicken's solution](#)

1834.

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

[BurnedChicken's solution](#)

1835.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[BurnedChicken's solution](#)

1836.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

1837.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[BurnedChicken's solution](#)

1838.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[BurnedChicken's solution](#)

1839.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp

[BurnedChicken's solution](#)

1840.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[BurnedChicken's solution](#)

1841.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[BurnedChicken's solution](#)

1842.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[BurnedChicken's solution](#)

1843.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[BurnedChicken's solution](#)

1844.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[BurnedChicken's solution](#)

1845.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[BurnedChicken's solution](#)

1846.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

1847.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[BurnedChicken's solution](#)

1848.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[BurnedChicken's solution](#)

1849.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

1850.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[BurnedChicken's solution](#)

1851.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[BurnedChicken's solution](#)

1852.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[BurnedChicken's solution](#)

1853.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[BurnedChicken's solution](#)

1854.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[BurnedChicken's solution](#)

1855.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[BurnedChicken's solution](#)

1856.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[BurnedChicken's solution](#)

1857.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[BurnedChicken's solution](#)

1858.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

1859.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[BurnedChicken's solution](#)

1860.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[BurnedChicken's solution](#)

1861.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[BurnedChicken's solution](#)

1862.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[BurnedChicken's solution](#)

1863.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[BurnedChicken's solution](#)

1864.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[BurnedChicken's solution](#)

1865.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[BurnedChicken's solution](#)

1866.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[BurnedChicken's solution](#)

1867.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[BurnedChicken's solution](#)

1868.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[BurnedChicken's solution](#)

1869.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation, shortest paths

[BurnedChicken's solution](#)

1870.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[BurnedChicken's solution](#)

1871.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[BurnedChicken's solution](#)

1872.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[BurnedChicken's solution](#)

1873.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[BurnedChicken's solution](#)

1874.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[BurnedChicken's solution](#)

1875.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[BurnedChicken's solution](#)

1876.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[BurnedChicken's solution](#)

1877.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[BurnedChicken's solution](#)

1878.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[BurnedChicken's solution](#)

1879.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[BurnedChicken's solution](#)

1880.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[BurnedChicken's solution](#)

1881.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[BurnedChicken's solution](#)

1882.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

1883.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[BurnedChicken's solution](#)

1884.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

1885.

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[BurnedChicken's solution](#)

1886.

1179B

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

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

1887.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

1888.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

1889.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

1890.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: games

[BurnedChicken's solution](#)

1891.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

1892.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[BurnedChicken's solution](#)

1893.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs

and similar, greedy, math, trees

[BurnedChicken's solution](#)

1894.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[BurnedChicken's solution](#)

1895.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[BurnedChicken's solution](#)

1896.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

1897.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

1898.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-04-03 · last AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[BurnedChicken's solution](#)

1899.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[BurnedChicken's solution](#)

1900.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[BurnedChicken's solution](#)

1901.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[BurnedChicken's solution](#)

1902.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[BurnedChicken's solution](#)

1903.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[BurnedChicken's solution](#)

1904.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[BurnedChicken's solution](#)

1905.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[BurnedChicken's solution](#)

1906.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[BurnedChicken's solution](#)

1907.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

1908.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

1909.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[BurnedChicken's solution](#)

1910.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BurnedChicken's solution](#)

1911.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[BurnedChicken's solution](#)

1912.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[BurnedChicken's solution](#)

1913.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[BurnedChicken's solution](#)

1914.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

1915.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-28 · last AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[BurnedChicken's solution](#)

1916.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[BurnedChicken's solution](#)

1917.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[BurnedChicken's solution](#)

1918.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[BurnedChicken's solution](#)

1919.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[BurnedChicken's solution](#)

1920.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[BurnedChicken's solution](#)

1921.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[BurnedChicken's solution](#)

1922.

2184G

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

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[BurnedChicken's solution](#)

1923.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[BurnedChicken's solution](#)

1924.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[BurnedChicken's solution](#)

1925.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[BurnedChicken's solution](#)

1926.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[BurnedChicken's solution](#)

1927.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[BurnedChicken's solution](#)

1928.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[BurnedChicken's solution](#)

1929.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[BurnedChicken's solution](#)

1930.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[BurnedChicken's solution](#)

1931.

2138B

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

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[BurnedChicken's solution](#)

1932.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[BurnedChicken's solution](#)

1933.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[BurnedChicken's solution](#)

1934.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[BurnedChicken's solution](#)

1935.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, trees

[BurnedChicken's solution](#)

1936.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[BurnedChicken's solution](#)

1937.

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

1938.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[BurnedChicken's solution](#)

1939.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[BurnedChicken's solution](#)

1940.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[BurnedChicken's solution](#)

1941.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[BurnedChicken's solution](#)

1942.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[BurnedChicken's solution](#)

1943.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[BurnedChicken's solution](#)

1944.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[BurnedChicken's solution](#)

1945.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths

[BurnedChicken's solution](#)

1946.

1887A2

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

Rating: 1900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[BurnedChicken's solution](#)

1947.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[BurnedChicken's solution](#)

1948.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[BurnedChicken's solution](#)

1949.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[BurnedChicken's solution](#)

1950.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[BurnedChicken's solution](#)

1951.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[BurnedChicken's solution](#)

1952.

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

[BurnedChicken's solution](#)

1953.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[BurnedChicken's solution](#)

1954.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[BurnedChicken's solution](#)

1955.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[BurnedChicken's solution](#)

1956.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[BurnedChicken's solution](#)

1957.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[BurnedChicken's solution](#)

1958.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[BurnedChicken's solution](#)

1959.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[BurnedChicken's solution](#)

1960.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[BurnedChicken's solution](#)

1961.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[BurnedChicken's solution](#)

1962.

1998C

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

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

1963.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, games, graphs, greedy, interactive

[BurnedChicken's solution](#)

1964.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[BurnedChicken's solution](#)

1965.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

1966.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[BurnedChicken's solution](#)

1967.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[BurnedChicken's solution](#)

1968.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[BurnedChicken's solution](#)

1969.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[BurnedChicken's solution](#)

1970.

1986F

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

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[BurnedChicken's solution](#)

1971.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

1972.

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

[BurnedChicken's solution](#)

1973.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[BurnedChicken's solution](#)

1974.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[BurnedChicken's solution](#)

1975.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

1976.

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

[BurnedChicken's solution](#)

1977.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[BurnedChicken's solution](#)

1978.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[BurnedChicken's solution](#)

1979.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[BurnedChicken's solution](#)

1980.

1918D

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

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[BurnedChicken's solution](#)

1981.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[BurnedChicken's solution](#)

1982.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[BurnedChicken's solution](#)

1983.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[BurnedChicken's solution](#)

1984.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[BurnedChicken's solution](#)

1985.

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

[BurnedChicken's solution](#)

1986.

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

[BurnedChicken's solution](#)

1987.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

1988.

1846G

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

Quality: 5,665 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[BurnedChicken's solution](#)

1989.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[BurnedChicken's solution](#)

1990.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[BurnedChicken's solution](#)

1991.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[BurnedChicken's solution](#)

1992.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[BurnedChicken's solution](#)

1993.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[BurnedChicken's solution](#)

1994.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[BurnedChicken's solution](#)

1995.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[BurnedChicken's solution](#)

1996.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

1997.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[BurnedChicken's solution](#)

1998.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[BurnedChicken's solution](#)

1999.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[BurnedChicken's solution](#)

2000.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[BurnedChicken's solution](#)

2001.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

2002.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[BurnedChicken's solution](#)

2003.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[BurnedChicken's solution](#)

2004.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

2005.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[BurnedChicken's solution](#)

2006.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[BurnedChicken's solution](#)

2007.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[BurnedChicken's solution](#)

2008.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[BurnedChicken's solution](#)

2009.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[BurnedChicken's solution](#)

2010.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[BurnedChicken's solution](#)

2011.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[BurnedChicken's solution](#)

2012.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[BurnedChicken's solution](#)

2013.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

2014.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[BurnedChicken's solution](#)

2015.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[BurnedChicken's solution](#)

2016.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[BurnedChicken's solution](#)

2017.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[BurnedChicken's solution](#)

2018.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[BurnedChicken's solution](#)

2019.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[BurnedChicken's solution](#)

2020.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[BurnedChicken's solution](#)

2021.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[BurnedChicken's solution](#)

2022.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[BurnedChicken's solution](#)

2023.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[BurnedChicken's solution](#)

2024.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[BurnedChicken's solution](#)

2025.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)

2026.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[BurnedChicken's solution](#)

2027.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

2028.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[BurnedChicken's solution](#)

2029.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[BurnedChicken's solution](#)

2030.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[BurnedChicken's solution](#)

2031.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[BurnedChicken's solution](#)

2032.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive, trees

[BurnedChicken's solution](#)

2033.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[BurnedChicken's solution](#)

2034.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[BurnedChicken's solution](#)

2035.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[BurnedChicken's solution](#)

2036.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[BurnedChicken's solution](#)

2037.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[BurnedChicken's solution](#)

2038.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

2039.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[BurnedChicken's solution](#)

2040.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[BurnedChicken's solution](#)

2041.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[BurnedChicken's solution](#)

2042.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[BurnedChicken's solution](#)

2043.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[BurnedChicken's solution](#)

2044.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[BurnedChicken's solution](#)

2045.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[BurnedChicken's solution](#)

2046.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[BurnedChicken's solution](#)

2047.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[BurnedChicken's solution](#)

2048.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[BurnedChicken's solution](#)

2049.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[BurnedChicken's solution](#)

2050.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BurnedChicken's solution](#)

2051.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[BurnedChicken's solution](#)

2052.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-05-22 · last AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, strings

[BurnedChicken's solution](#)

2053.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[BurnedChicken's solution](#)

2054.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[BurnedChicken's solution](#)

2055.

1178E

[Archaeology](#) · [Tutorial](#)

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2056.

1208D

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2057.

1214D

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2058.

1270D

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2059.

1348D

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2060.

1328E

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2061.

1168B

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1311F

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2063.

1305D

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2064.

1313C2

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2065.

1307D

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2066.

1277D

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2067.

1242B

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1303D

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1251D

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2070.

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2071.

1216E1

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1276B

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2073.

1294E

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2074.

1285D

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2075.

1174D

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1245D

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1272E

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2078.

1265D

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2079.

1264B

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2080.

1237C2

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1228D

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1238D

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1220D

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2201C

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2195F

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2086.

1772F

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1624E

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1624F

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2B

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2090.

2178E

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2091.

2179F

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2158D

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2093.

2171E

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Quality: 3,653 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

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2094.

2171G

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Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

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2095.

1248D1

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Quality: 2,521 global accepts · Rating: 2000 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

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2096.

2165C

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Quality: 3,520 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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2097.

2154C2

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Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

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2098.

2146D2

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2099.

2140D

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2100.

2138C2

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Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

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2101.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

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2102.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

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2103.

2126F

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Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

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2104.

2103D

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Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

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2105.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

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2106.

2096D

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Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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2107.

2085D

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Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

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2108.

2075D

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Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

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2109.

2062E1

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

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2110.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

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2111.

2057D

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2112.

2052J

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2113.

2048E

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2114.

2028D

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2115.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

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2116.

2014F

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Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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2117.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

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2118.

1988D

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Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

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2119.

1992G

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Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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2120.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

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2121.

1978E

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Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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2122.

1984D

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Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation,

math, string suffix structures, strings

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2123.

1956D

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Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

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2124.

1941G

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Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

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2125.

1936B

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2126.

1923E

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Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

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2127.

1931G

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Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

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2128.

1905D

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Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

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2129.

1900D

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Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

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2130.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

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2131.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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2132.

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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2133.

720A

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Quality: 958 global accepts · Rating: 2000 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

2134.

889B

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Rating: 2000 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, strings

[BurnedChicken's solution](#)

2135.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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2136.

264C

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Quality: 3,277 global accepts · Rating: 2000 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

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2137.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

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2138.

379D

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Quality: 1,663 global accepts · Rating: 2000 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

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2139.

475D

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Quality: 6,510 global accepts · Rating: 2000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math

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2140.

1804D

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Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

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2141.

1796D

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Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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2142.

1788D

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Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

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2143.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

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2144.

1731E

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Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[BurnedChicken's solution](#)

2145.

1763C

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Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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2146.

1764D

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[BurnedChicken's solution](#)

2147.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[BurnedChicken's solution](#)

2148.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

2149.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[BurnedChicken's solution](#)

2150.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[BurnedChicken's solution](#)

2151.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[BurnedChicken's solution](#)

2152.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[BurnedChicken's solution](#)

2153.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

2154.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[BurnedChicken's solution](#)

2155.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[BurnedChicken's solution](#)

2156.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[BurnedChicken's solution](#)

2157.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[BurnedChicken's solution](#)

2158.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[BurnedChicken's solution](#)

2159.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[BurnedChicken's solution](#)

2160.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[BurnedChicken's solution](#)

2161.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[BurnedChicken's solution](#)

2162.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

2163.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[BurnedChicken's solution](#)

2164.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[BurnedChicken's solution](#)

2165.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[BurnedChicken's solution](#)

2166.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[BurnedChicken's solution](#)

2167.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[BurnedChicken's solution](#)

2168.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[BurnedChicken's solution](#)

2169.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[BurnedChicken's solution](#)

2170.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[BurnedChicken's solution](#)

2171.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

2172.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

2173.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

2174.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[BurnedChicken's solution](#)

2175.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[BurnedChicken's solution](#)

2176.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[BurnedChicken's solution](#)

2177.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BurnedChicken's solution](#)

2178.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[BurnedChicken's solution](#)

2179.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

2180.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[BurnedChicken's solution](#)

2181.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[BurnedChicken's solution](#)

2182.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[BurnedChicken's solution](#)

2183.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[BurnedChicken's solution](#)

2184.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

2185.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

2186.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[BurnedChicken's solution](#)

2187.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

[BurnedChicken's solution](#)

2188.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[BurnedChicken's solution](#)

2189.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

2190.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[BurnedChicken's solution](#)

2191.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BurnedChicken's solution](#)

2192.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[BurnedChicken's solution](#)

2193.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[BurnedChicken's solution](#)

2194.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

2195.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[BurnedChicken's solution](#)

2196.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[BurnedChicken's solution](#)

2197.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[BurnedChicken's solution](#)

2198.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: games

[BurnedChicken's solution](#)

2199.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math

[BurnedChicken's solution](#)

2200.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[BurnedChicken's solution](#)

2201.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[BurnedChicken's solution](#)

2202.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

2203.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[BurnedChicken's solution](#)

2204.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[BurnedChicken's solution](#)

2205.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[BurnedChicken's solution](#)

2206.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, implementation

[BurnedChicken's solution](#)

2207.

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: ternary search

[BurnedChicken's solution](#)

2208.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[BurnedChicken's solution](#)

2209.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[BurnedChicken's solution](#)

2210.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · last AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[BurnedChicken's solution](#)

2211.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

2212.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[BurnedChicken's solution](#)

2213.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[BurnedChicken's solution](#)

2214.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

2215.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[BurnedChicken's solution](#)

2216.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[BurnedChicken's solution](#)

2217.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[BurnedChicken's solution](#)

2218.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

2219.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[BurnedChicken's solution](#)

2220.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[BurnedChicken's solution](#)

2221.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[BurnedChicken's solution](#)

2222.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[BurnedChicken's solution](#)

2223.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[BurnedChicken's solution](#)

2224.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-21 · last AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[BurnedChicken's solution](#)

2225.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[BurnedChicken's solution](#)

2226.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

2227.

2210D

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

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[BurnedChicken's solution](#)

2228.

2210C2

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

Quality: 2,151 global accepts · Rating: 2100 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[BurnedChicken's solution](#)

2229.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[BurnedChicken's solution](#)

2230.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[BurnedChicken's solution](#)

2231.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[BurnedChicken's solution](#)

2232.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[BurnedChicken's solution](#)

2233.

2183D2

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

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

[BurnedChicken's solution](#)

2234.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[BurnedChicken's solution](#)

2235.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[BurnedChicken's solution](#)

2236.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory
[BurnedChicken's solution](#)

2237.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive
[BurnedChicken's solution](#)

2238.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[BurnedChicken's solution](#)

2239.

2162F

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

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[BurnedChicken's solution](#)

2240.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[BurnedChicken's solution](#)

2241.

2152E

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

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2242.

2149G

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2243.

2135D1

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2244.

2127E

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2245.

2124E

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2246.

2119D

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2247.

2123G

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2248.

1184E2

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2249.

1184A2

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2250.

2115B

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2251.

1152D

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2107D

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2253.

2092E

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2254.

2061F1

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2052D

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2040E

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2257.

2038K

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2038B

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2029E

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1906F

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2003D2

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1975E

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1934D1

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1933F

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1914G1

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632D

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840B

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1811F

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1811G1

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1810E

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1808D

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1801D

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1575L

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1776G

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1778D

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1787E

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1775E

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1767C

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1761D

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1734E

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1710B

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1684E

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1667B

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1637E

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2305.

1628D1

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2306.

1621D

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1605D

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995A

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2309.

1560F2

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1466F

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1450C1

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1446C

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1434C

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1433F

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1299C

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1023E

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1025D

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1028D

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1387B1

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2329.

1387A

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1372D

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2332.

1355E

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2333.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[BurnedChicken's solution](#)

2334.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[BurnedChicken's solution](#)

2335.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[BurnedChicken's solution](#)

2336.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[BurnedChicken's solution](#)

2337.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[BurnedChicken's solution](#)

2338.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[BurnedChicken's solution](#)

2339.

1284D

[New Year and Conference](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[BurnedChicken's solution](#)

2340.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

2341.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[BurnedChicken's solution](#)

2342.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[BurnedChicken's solution](#)

2343.

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-09 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[BurnedChicken's solution](#)

2344.

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[BurnedChicken's solution](#)

2345.

1322B

[Present · Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[BurnedChicken's solution](#)

2346.

1263E

[Editor · Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[BurnedChicken's solution](#)

2347.

1265E

[Beautiful Mirrors · Tutorial](#)

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[BurnedChicken's solution](#)

2348.

1204D2

[Kirk and a Binary String \(hard version\) · Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[BurnedChicken's solution](#)

2349.

1296F

[Berland Beauty · Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[BurnedChicken's solution](#)

2350.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[BurnedChicken's solution](#)

2351.

1271E

[Common Number · Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[BurnedChicken's solution](#)

2352.

2208D2

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

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-14 · last AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[BurnedChicken's solution](#)

2353.

2200G

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[BurnedChicken's solution](#)

2354.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[BurnedChicken's solution](#)

2355.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[BurnedChicken's solution](#)

2356.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[BurnedChicken's solution](#)

2357.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[BurnedChicken's solution](#)

2358.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[BurnedChicken's solution](#)

2359.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[BurnedChicken's solution](#)

2360.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[BurnedChicken's solution](#)

2361.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

2362.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[BurnedChicken's solution](#)

2363.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[BurnedChicken's solution](#)

2364.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[BurnedChicken's solution](#)

2365.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[BurnedChicken's solution](#)

2366.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[BurnedChicken's solution](#)

2367.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[BurnedChicken's solution](#)

2368.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[BurnedChicken's solution](#)

2369.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[BurnedChicken's solution](#)

2370.

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

[BurnedChicken's solution](#)

2371.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[BurnedChicken's solution](#)

2372.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[BurnedChicken's solution](#)

2373.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[BurnedChicken's solution](#)

2374.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[BurnedChicken's solution](#)

2375.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[BurnedChicken's solution](#)

2376.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[BurnedChicken's solution](#)

2377.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[BurnedChicken's solution](#)

2378.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[BurnedChicken's solution](#)

2379.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[BurnedChicken's solution](#)

2380.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[BurnedChicken's solution](#)

2381.

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

[BurnedChicken's solution](#)

2382.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation,

math

[BurnedChicken's solution](#)

2383.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[BurnedChicken's solution](#)

2384.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[BurnedChicken's solution](#)

2385.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

2386.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[BurnedChicken's solution](#)

2387.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[BurnedChicken's solution](#)

2388.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[BurnedChicken's solution](#)

2389.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[BurnedChicken's solution](#)

2390.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[BurnedChicken's solution](#)

2391.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[BurnedChicken's solution](#)

2392.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
[BurnedChicken's solution](#)

2393.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[BurnedChicken's solution](#)

2394.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[BurnedChicken's solution](#)

2395.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[BurnedChicken's solution](#)

2396.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[BurnedChicken's solution](#)

2397.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[BurnedChicken's solution](#)

2398.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[BurnedChicken's solution](#)

2399.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

2400.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[BurnedChicken's solution](#)

2401.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[BurnedChicken's solution](#)

2402.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[BurnedChicken's solution](#)

2403.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[BurnedChicken's solution](#)

2404.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[BurnedChicken's solution](#)

2405.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[BurnedChicken's solution](#)

2406.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[BurnedChicken's solution](#)

2407.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[BurnedChicken's solution](#)

2408.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[BurnedChicken's solution](#)

2409.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[BurnedChicken's solution](#)

2410.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[BurnedChicken's solution](#)

2411.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[BurnedChicken's solution](#)

2412.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs
[BurnedChicken's solution](#)

2413.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[BurnedChicken's solution](#)

2414.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[BurnedChicken's solution](#)

2415.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[BurnedChicken's solution](#)

2416.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[BurnedChicken's solution](#)

2417.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[BurnedChicken's solution](#)

2418.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[BurnedChicken's solution](#)

2419.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[BurnedChicken's solution](#)

2420.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
[BurnedChicken's solution](#)

2421.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[BurnedChicken's solution](#)

2422.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

2423.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[BurnedChicken's solution](#)

2424.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[BurnedChicken's solution](#)

2425.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[BurnedChicken's solution](#)

2426.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[BurnedChicken's solution](#)

2427.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[BurnedChicken's solution](#)

2428.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[BurnedChicken's solution](#)

2429.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[BurnedChicken's solution](#)

2430.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[BurnedChicken's solution](#)

2431.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[BurnedChicken's solution](#)

2432.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[BurnedChicken's solution](#)

2433.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[BurnedChicken's solution](#)

2434.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[BurnedChicken's solution](#)

2435.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[BurnedChicken's solution](#)

2436.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[BurnedChicken's solution](#)

2437.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

2438.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[BurnedChicken's solution](#)

2439.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[BurnedChicken's solution](#)

2440.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[BurnedChicken's solution](#)

2441.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data

structures, dsu, greedy, sortings

[BurnedChicken's solution](#)

2442.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[BurnedChicken's solution](#)

2443.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[BurnedChicken's solution](#)

2444.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[BurnedChicken's solution](#)

2445.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[BurnedChicken's solution](#)

2446.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[BurnedChicken's solution](#)

2447.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-09-08 · last AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[BurnedChicken's solution](#)

2448.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[BurnedChicken's solution](#)

2449.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[BurnedChicken's solution](#)

2450.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[BurnedChicken's solution](#)

2451.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[BurnedChicken's solution](#)

2452.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[BurnedChicken's solution](#)

2453.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[BurnedChicken's solution](#)

2454.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[BurnedChicken's solution](#)

2455.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[BurnedChicken's solution](#)

2456.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[BurnedChicken's solution](#)

2457.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[BurnedChicken's solution](#)

2458.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

2459.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[BurnedChicken's solution](#)

2460.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[BurnedChicken's solution](#)

2461.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[BurnedChicken's solution](#)

2462.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[BurnedChicken's solution](#)

2463.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[BurnedChicken's solution](#)

2464.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[BurnedChicken's solution](#)

2465.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[BurnedChicken's solution](#)

2466.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[BurnedChicken's solution](#)

2467.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[BurnedChicken's solution](#)

2468.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[BurnedChicken's solution](#)

2469.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[BurnedChicken's solution](#)

2470.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[BurnedChicken's solution](#)

2471.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[BurnedChicken's solution](#)

2472.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[BurnedChicken's solution](#)

2473.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-07-03 · last AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[BurnedChicken's solution](#)

2474.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[BurnedChicken's solution](#)

2475.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[BurnedChicken's solution](#)

2476.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2020-06-28 · last AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

2477.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[BurnedChicken's solution](#)

2478.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[BurnedChicken's solution](#)

2479.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[BurnedChicken's solution](#)

2480.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[BurnedChicken's solution](#)

2481.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[BurnedChicken's solution](#)

2482.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[BurnedChicken's solution](#)

2483.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

2484.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[BurnedChicken's solution](#)

2485.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[BurnedChicken's solution](#)

2486.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[BurnedChicken's solution](#)

2487.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[BurnedChicken's solution](#)

2488.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[BurnedChicken's solution](#)

2489.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[BurnedChicken's solution](#)

2490.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[BurnedChicken's solution](#)

2491.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[BurnedChicken's solution](#)

2492.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

2493.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[BurnedChicken's solution](#)

2494.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2300 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[BurnedChicken's solution](#)

2495.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[BurnedChicken's solution](#)

2496.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[BurnedChicken's solution](#)

2497.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[BurnedChicken's solution](#)

2498.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[BurnedChicken's solution](#)

2499.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[BurnedChicken's solution](#)

2500.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[BurnedChicken's solution](#)

2501.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[BurnedChicken's solution](#)

2502.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[BurnedChicken's solution](#)

2503.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[BurnedChicken's solution](#)

2504.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[BurnedChicken's solution](#)

2505.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[BurnedChicken's solution](#)

2506.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[BurnedChicken's solution](#)

2507.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[BurnedChicken's solution](#)

2508.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[BurnedChicken's solution](#)

2509.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · last AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[BurnedChicken's solution](#)

2510.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[BurnedChicken's solution](#)

2511.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[BurnedChicken's solution](#)

2512.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

2513.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[BurnedChicken's solution](#)

2514.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[BurnedChicken's solution](#)

2515.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BurnedChicken's solution](#)

2516.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[BurnedChicken's solution](#)

2517.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[BurnedChicken's solution](#)

2518.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[BurnedChicken's solution](#)

2519.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[BurnedChicken's solution](#)

2520.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[BurnedChicken's solution](#)

2521.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[BurnedChicken's solution](#)

2522.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[BurnedChicken's solution](#)

2523.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

2524.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[BurnedChicken's solution](#)

2525.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[BurnedChicken's solution](#)

2526.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

2527.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[BurnedChicken's solution](#)

2528.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[BurnedChicken's solution](#)

2529.

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

[BurnedChicken's solution](#)

2530.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[BurnedChicken's solution](#)

2531.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[BurnedChicken's solution](#)

2532.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[BurnedChicken's solution](#)

2533.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[BurnedChicken's solution](#)

2534.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[BurnedChicken's solution](#)

2535.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[BurnedChicken's solution](#)

2536.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[BurnedChicken's solution](#)

2537.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[BurnedChicken's solution](#)

2538.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[BurnedChicken's solution](#)

2539.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[BurnedChicken's solution](#)

2540.

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[BurnedChicken's solution](#)

2541.

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

[BurnedChicken's solution](#)

2542.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[BurnedChicken's solution](#)

2543.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[BurnedChicken's solution](#)

2544.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[BurnedChicken's solution](#)

2545.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[BurnedChicken's solution](#)

2546.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[BurnedChicken's solution](#)

2547.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[BurnedChicken's solution](#)

2548.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[BurnedChicken's solution](#)

2549.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[BurnedChicken's solution](#)

2550.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[BurnedChicken's solution](#)

2551.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[BurnedChicken's solution](#)

2552.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[BurnedChicken's solution](#)

2553.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation

[BurnedChicken's solution](#)

2554.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[BurnedChicken's solution](#)

2555.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[BurnedChicken's solution](#)

2556.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[BurnedChicken's solution](#)

2557.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[BurnedChicken's solution](#)

2558.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[BurnedChicken's solution](#)

2559.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[BurnedChicken's solution](#)

2560.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[BurnedChicken's solution](#)

2561.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[BurnedChicken's solution](#)

2562.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[BurnedChicken's solution](#)

2563.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[BurnedChicken's solution](#)

2564.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[BurnedChicken's solution](#)

2565.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[BurnedChicken's solution](#)

2566.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: probabilities

[BurnedChicken's solution](#)

2567.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

2568.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[BurnedChicken's solution](#)

2569.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[BurnedChicken's solution](#)

2570.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[BurnedChicken's solution](#)

2571.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[BurnedChicken's solution](#)

2572.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[BurnedChicken's solution](#)

2573.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[BurnedChicken's solution](#)

2574.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[BurnedChicken's solution](#)

2575.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[BurnedChicken's solution](#)

2576.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[BurnedChicken's solution](#)

2577.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[BurnedChicken's solution](#)

2578.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[BurnedChicken's solution](#)

2579.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[BurnedChicken's solution](#)

2580.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[BurnedChicken's solution](#)

2581.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[BurnedChicken's solution](#)

2582.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[BurnedChicken's solution](#)

2583.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[BurnedChicken's solution](#)

2584.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[BurnedChicken's solution](#)

2585.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[BurnedChicken's solution](#)

2586.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[BurnedChicken's solution](#)

2587.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BurnedChicken's solution](#)

2588.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[BurnedChicken's solution](#)

2589.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[BurnedChicken's solution](#)

2590.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[BurnedChicken's solution](#)

2591.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[BurnedChicken's solution](#)

2592.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[BurnedChicken's solution](#)

2593.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, probabilities

[BurnedChicken's solution](#)

2594.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[BurnedChicken's solution](#)

2595.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

2596.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[BurnedChicken's solution](#)

2597.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[BurnedChicken's solution](#)

2598.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[BurnedChicken's solution](#)

2599.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[BurnedChicken's solution](#)

2600.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[BurnedChicken's solution](#)

2601.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[BurnedChicken's solution](#)**2602.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[BurnedChicken's solution](#)**2603.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[BurnedChicken's solution](#)**2604.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[BurnedChicken's solution](#)**2605.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[BurnedChicken's solution](#)**2606.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[BurnedChicken's solution](#)**2607.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)**2608.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory

[BurnedChicken's solution](#)**2609.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings

[BurnedChicken's solution](#)**2610.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

2611.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[BurnedChicken's solution](#)

2612.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[BurnedChicken's solution](#)

2613.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[BurnedChicken's solution](#)

2614.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[BurnedChicken's solution](#)

2615.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[BurnedChicken's solution](#)

2616.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

2617.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[BurnedChicken's solution](#)

2618.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[BurnedChicken's solution](#)

2619.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[BurnedChicken's solution](#)

2620.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[BurnedChicken's solution](#)

2621.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[BurnedChicken's solution](#)

2622.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[BurnedChicken's solution](#)

2623.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[BurnedChicken's solution](#)

2624.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[BurnedChicken's solution](#)

2625.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[BurnedChicken's solution](#)

2626.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[BurnedChicken's solution](#)

2627.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[BurnedChicken's solution](#)

2628.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[BurnedChicken's solution](#)

2629.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[BurnedChicken's solution](#)

2630.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

2631.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[BurnedChicken's solution](#)

2632.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[BurnedChicken's solution](#)

2633.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[BurnedChicken's solution](#)

2634.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, greedy

[BurnedChicken's solution](#)

2635.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[BurnedChicken's solution](#)

2636.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[BurnedChicken's solution](#)

2637.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BurnedChicken's solution](#)

2638.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, trees

[BurnedChicken's solution](#)

2639.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

2640.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number

theory

[BurnedChicken's solution](#)

2641.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BurnedChicken's solution](#)

2642.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[BurnedChicken's solution](#)

2643.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[BurnedChicken's solution](#)

2644.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[BurnedChicken's solution](#)

2645.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[BurnedChicken's solution](#)

2646.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[BurnedChicken's solution](#)

2647.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[BurnedChicken's solution](#)

2648.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

2649.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

2650.

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

[BurnedChicken's solution](#)

2651.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[BurnedChicken's solution](#)

2652.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[BurnedChicken's solution](#)

2653.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[BurnedChicken's solution](#)

2654.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[BurnedChicken's solution](#)

2655.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

2656.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[BurnedChicken's solution](#)

2657.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[BurnedChicken's solution](#)

2658.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[BurnedChicken's solution](#)

2659.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[BurnedChicken's solution](#)

2660.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[BurnedChicken's solution](#)

2661.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[BurnedChicken's solution](#)

2662.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[BurnedChicken's solution](#)

2663.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[BurnedChicken's solution](#)

2664.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[BurnedChicken's solution](#)

2665.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[BurnedChicken's solution](#)

2666.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[BurnedChicken's solution](#)

2667.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[BurnedChicken's solution](#)

2668.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[BurnedChicken's solution](#)

2669.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[BurnedChicken's solution](#)

2670.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[BurnedChicken's solution](#)

2671.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[BurnedChicken's solution](#)

2672.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees

[BurnedChicken's solution](#)

2673.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[BurnedChicken's solution](#)

2674.

1218D

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

Quality: 602 global accepts · Rating: 2400 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, graphs

[BurnedChicken's solution](#)

2675.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

2676.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[BurnedChicken's solution](#)

2677.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[BurnedChicken's solution](#)

2678.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[BurnedChicken's solution](#)

2679.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[BurnedChicken's solution](#)

2680.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[BurnedChicken's solution](#)

2681.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[BurnedChicken's solution](#)

2682.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[BurnedChicken's solution](#)

2683.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[BurnedChicken's solution](#)

2684.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[BurnedChicken's solution](#)

2685.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[BurnedChicken's solution](#)

2686.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[BurnedChicken's solution](#)

2687.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[BurnedChicken's solution](#)

2688.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[BurnedChicken's solution](#)

2689.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[BurnedChicken's solution](#)

2690.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, shortest paths

[BurnedChicken's solution](#)

2691.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[BurnedChicken's solution](#)

2692.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[BurnedChicken's solution](#)

2693.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[BurnedChicken's solution](#)

2694.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[BurnedChicken's solution](#)

2695.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[BurnedChicken's solution](#)

2696.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[BurnedChicken's solution](#)

2697.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[BurnedChicken's solution](#)

2698.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[BurnedChicken's solution](#)

2699.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[BurnedChicken's solution](#)

2700.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy,

sortings, trees

[BurnedChicken's solution](#)

2701.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[BurnedChicken's solution](#)

2702.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[BurnedChicken's solution](#)

2703.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[BurnedChicken's solution](#)

2704.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[BurnedChicken's solution](#)

2705.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

2706.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[BurnedChicken's solution](#)

2707.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[BurnedChicken's solution](#)

2708.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[BurnedChicken's solution](#)

2709.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[BurnedChicken's solution](#)

2710.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[BurnedChicken's solution](#)

2711.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[BurnedChicken's solution](#)

2712.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[BurnedChicken's solution](#)

2713.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[BurnedChicken's solution](#)

2714.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[BurnedChicken's solution](#)

2715.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[BurnedChicken's solution](#)

2716.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[BurnedChicken's solution](#)

2717.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

2718.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[BurnedChicken's solution](#)

2719.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[BurnedChicken's solution](#)

2720.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[BurnedChicken's solution](#)

2721.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[BurnedChicken's solution](#)

2722.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[BurnedChicken's solution](#)

2723.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[BurnedChicken's solution](#)

2724.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-29 · last AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[BurnedChicken's solution](#)

2725.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[BurnedChicken's solution](#)

2726.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[BurnedChicken's solution](#)

2727.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[BurnedChicken's solution](#)

2728.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[BurnedChicken's solution](#)

2729.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, hashing

[BurnedChicken's solution](#)

2730.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[BurnedChicken's solution](#)

2731.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory

[BurnedChicken's solution](#)

2732.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · last AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[BurnedChicken's solution](#)

2733.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

2734.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers

[BurnedChicken's solution](#)

2735.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[BurnedChicken's solution](#)

2736.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-10-28 · last AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[BurnedChicken's solution](#)

2737.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[BurnedChicken's solution](#)

2738.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[BurnedChicken's solution](#)

2739.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[BurnedChicken's solution](#)

2740.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[BurnedChicken's solution](#)

2741.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices

[BurnedChicken's solution](#)

2742.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

2743.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[BurnedChicken's solution](#)

2744.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2020-08-10 · last AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft, math

[BurnedChicken's solution](#)

2745.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[BurnedChicken's solution](#)

2746.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[BurnedChicken's solution](#)

2747.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[BurnedChicken's solution](#)

2748.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[BurnedChicken's solution](#)

2749.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[BurnedChicken's solution](#)

2750.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, trees

[BurnedChicken's solution](#)

2751.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[BurnedChicken's solution](#)

2752.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[BurnedChicken's solution](#)

2753.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[BurnedChicken's solution](#)

2754.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[BurnedChicken's solution](#)

2755.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[BurnedChicken's solution](#)

2756.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[BurnedChicken's solution](#)

2757.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[BurnedChicken's solution](#)

2758.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[BurnedChicken's solution](#)

2759.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[BurnedChicken's solution](#)

2760.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[BurnedChicken's solution](#)

2761.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[BurnedChicken's solution](#)

2762.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

2763.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

2764.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[BurnedChicken's solution](#)

2765.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[BurnedChicken's solution](#)

2766.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[BurnedChicken's solution](#)

2767.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[BurnedChicken's solution](#)

2768.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[BurnedChicken's solution](#)

2769.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BurnedChicken's solution](#)

2770.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[BurnedChicken's solution](#)

2771.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[BurnedChicken's solution](#)

2772.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[BurnedChicken's solution](#)

2773.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[BurnedChicken's solution](#)

2774.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[BurnedChicken's solution](#)

2775.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)

2776.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[BurnedChicken's solution](#)

2777.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[BurnedChicken's solution](#)

2778.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[BurnedChicken's solution](#)

2779.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[BurnedChicken's solution](#)

2780.

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

[BurnedChicken's solution](#)

2781.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[BurnedChicken's solution](#)

2782.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[BurnedChicken's solution](#)

2783.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[BurnedChicken's solution](#)

2784.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[BurnedChicken's solution](#)

2785.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[BurnedChicken's solution](#)

2786.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[BurnedChicken's solution](#)

2787.

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

[BurnedChicken's solution](#)

2788.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[BurnedChicken's solution](#)

2789.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[BurnedChicken's solution](#)

2790.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[BurnedChicken's solution](#)

2791.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[BurnedChicken's solution](#)

2792.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[BurnedChicken's solution](#)

2793.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[BurnedChicken's solution](#)

2794.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

2795.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[BurnedChicken's solution](#)

2796.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[BurnedChicken's solution](#)

2797.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[BurnedChicken's solution](#)

2798.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[BurnedChicken's solution](#)

2799.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[BurnedChicken's solution](#)

2800.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

2801.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[BurnedChicken's solution](#)

2802.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[BurnedChicken's solution](#)

2803.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[BurnedChicken's solution](#)

2804.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[BurnedChicken's solution](#)

2805.

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

[BurnedChicken's solution](#)

2806.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[BurnedChicken's solution](#)

2807.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[BurnedChicken's solution](#)

2808.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[BurnedChicken's solution](#)

2809.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[BurnedChicken's solution](#)

2810.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[BurnedChicken's solution](#)

2811.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
[BurnedChicken's solution](#)

2812.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[BurnedChicken's solution](#)

2813.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[BurnedChicken's solution](#)

2814.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[BurnedChicken's solution](#)

2815.

67E

[Save the City!](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[BurnedChicken's solution](#)

2816.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[BurnedChicken's solution](#)

2817.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[BurnedChicken's solution](#)

2818.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[BurnedChicken's solution](#)

2819.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[BurnedChicken's solution](#)

2820.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[BurnedChicken's solution](#)

2821.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft

[BurnedChicken's solution](#)

2822.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[BurnedChicken's solution](#)

2823.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[BurnedChicken's solution](#)

2824.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[BurnedChicken's solution](#)

2825.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, two pointers

[BurnedChicken's solution](#)

2826.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[BurnedChicken's solution](#)

2827.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[BurnedChicken's solution](#)

2828.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[BurnedChicken's solution](#)

2829.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[BurnedChicken's solution](#)

2830.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[BurnedChicken's solution](#)**2831.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[BurnedChicken's solution](#)**2832.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[BurnedChicken's solution](#)**2833.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[BurnedChicken's solution](#)**2834.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[BurnedChicken's solution](#)**2835.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[BurnedChicken's solution](#)**2836.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[BurnedChicken's solution](#)**2837.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[BurnedChicken's solution](#)**2838.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[BurnedChicken's solution](#)**2839.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[BurnedChicken's solution](#)

2840.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[BurnedChicken's solution](#)

2841.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[BurnedChicken's solution](#)

2842.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[BurnedChicken's solution](#)

2843.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[BurnedChicken's solution](#)

2844.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[BurnedChicken's solution](#)

2845.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[BurnedChicken's solution](#)

2846.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[BurnedChicken's solution](#)

2847.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[BurnedChicken's solution](#)

2848.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[BurnedChicken's solution](#)

2849.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[BurnedChicken's solution](#)

2850.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[BurnedChicken's solution](#)

2851.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[BurnedChicken's solution](#)

2852.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[BurnedChicken's solution](#)

2853.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BurnedChicken's solution](#)

2854.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[BurnedChicken's solution](#)

2855.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[BurnedChicken's solution](#)

2856.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[BurnedChicken's solution](#)

2857.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[BurnedChicken's solution](#)

2858.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[BurnedChicken's solution](#)

2859.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[BurnedChicken's solution](#)

2860.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[BurnedChicken's solution](#)

2861.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[BurnedChicken's solution](#)

2862.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[BurnedChicken's solution](#)

2863.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

2864.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[BurnedChicken's solution](#)

2865.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[BurnedChicken's solution](#)

2866.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[BurnedChicken's solution](#)

2867.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

2868.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

2869.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[BurnedChicken's solution](#)

2870.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)

2871.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[BurnedChicken's solution](#)

2872.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[BurnedChicken's solution](#)

2873.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[BurnedChicken's solution](#)

2874.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[BurnedChicken's solution](#)

2875.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[BurnedChicken's solution](#)

2876.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[BurnedChicken's solution](#)

2877.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[BurnedChicken's solution](#)

2878.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · last AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[BurnedChicken's solution](#)

2879.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[BurnedChicken's solution](#)

2880.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[BurnedChicken's solution](#)

2881.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[BurnedChicken's solution](#)

2882.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[BurnedChicken's solution](#)

2883.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2020-09-12 · last AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[BurnedChicken's solution](#)

2884.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-01-26 · last AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[BurnedChicken's solution](#)

2885.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

2886.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[BurnedChicken's solution](#)

2887.

1314B

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

Rating: 2500 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[BurnedChicken's solution](#)

2888.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[BurnedChicken's solution](#)

2889.

1471E

[Strange Shuffle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[BurnedChicken's solution](#)

2890.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-23 · last AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[BurnedChicken's solution](#)

2891.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[BurnedChicken's solution](#)

2892.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2020-08-31 · last AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

2893.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[BurnedChicken's solution](#)

2894.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[BurnedChicken's solution](#)

2895.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

2896.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[BurnedChicken's solution](#)

2897.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2020-08-31 · last AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[BurnedChicken's solution](#)

2898.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[BurnedChicken's solution](#)

2899.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[BurnedChicken's solution](#)

2900.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees

[BurnedChicken's solution](#)

2901.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

2902.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[BurnedChicken's solution](#)

2903.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[BurnedChicken's solution](#)

2904.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[BurnedChicken's solution](#)

2905.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-06-02 · last AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[BurnedChicken's solution](#)

2906.

1305F

[Kuron and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[BurnedChicken's solution](#)

2907.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2020-05-07 · last AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[BurnedChicken's solution](#)

2908.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: games

[BurnedChicken's solution](#)

2909.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[BurnedChicken's solution](#)

2910.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[BurnedChicken's solution](#)

2911.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[BurnedChicken's solution](#)

2912.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[BurnedChicken's solution](#)

2913.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[BurnedChicken's solution](#)

2914.

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[BurnedChicken's solution](#)

2915.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[BurnedChicken's solution](#)

2916.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[BurnedChicken's solution](#)

2917.

2138D

[Antamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[BurnedChicken's solution](#)

2918.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · last AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[BurnedChicken's solution](#)

2919.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[BurnedChicken's solution](#)

2920.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[BurnedChicken's solution](#)

2921.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[BurnedChicken's solution](#)

2922.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[BurnedChicken's solution](#)

2923.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-06-29 · last AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[BurnedChicken's solution](#)

2924.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[BurnedChicken's solution](#)

2925.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[BurnedChicken's solution](#)

2926.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-06-14 · last AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[BurnedChicken's solution](#)

2927.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[BurnedChicken's solution](#)

2928.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[BurnedChicken's solution](#)

2929.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[BurnedChicken's solution](#)

2930.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[BurnedChicken's solution](#)

2931.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-23 · last AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[BurnedChicken's solution](#)

2932.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[BurnedChicken's solution](#)

2933.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[BurnedChicken's solution](#)

2934.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)

2935.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[BurnedChicken's solution](#)

2936.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[BurnedChicken's solution](#)

2937.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[BurnedChicken's solution](#)

2938.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[BurnedChicken's solution](#)

2939.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[BurnedChicken's solution](#)

2940.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[BurnedChicken's solution](#)

2941.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[BurnedChicken's solution](#)

2942.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

2943.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[BurnedChicken's solution](#)

2944.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[BurnedChicken's solution](#)

2945.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

2946.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[BurnedChicken's solution](#)

2947.

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

[BurnedChicken's solution](#)

2948.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[BurnedChicken's solution](#)

2949.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[BurnedChicken's solution](#)

2950.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[BurnedChicken's solution](#)

2951.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[BurnedChicken's solution](#)

2952.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[BurnedChicken's solution](#)

2953.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[BurnedChicken's solution](#)

2954.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[BurnedChicken's solution](#)

2955.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[BurnedChicken's solution](#)

2956.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[BurnedChicken's solution](#)

2957.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[BurnedChicken's solution](#)

2958.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[BurnedChicken's solution](#)

2959.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

2960.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[BurnedChicken's solution](#)

2961.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BurnedChicken's solution](#)

2962.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[BurnedChicken's solution](#)

2963.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[BurnedChicken's solution](#)

2964.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[BurnedChicken's solution](#)

2965.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

2966.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[BurnedChicken's solution](#)

2967.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[BurnedChicken's solution](#)

2968.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[BurnedChicken's solution](#)

2969.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[BurnedChicken's solution](#)

2970.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

2971.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

2972.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[BurnedChicken's solution](#)

2973.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[BurnedChicken's solution](#)

2974.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[BurnedChicken's solution](#)

2975.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[BurnedChicken's solution](#)

2976.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[BurnedChicken's solution](#)

2977.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[BurnedChicken's solution](#)

2978.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[BurnedChicken's solution](#)

2979.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[BurnedChicken's solution](#)

2980.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[BurnedChicken's solution](#)

2981.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[BurnedChicken's solution](#)

2982.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory
[BurnedChicken's solution](#)

2983.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[BurnedChicken's solution](#)

2984.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[BurnedChicken's solution](#)

2985.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[BurnedChicken's solution](#)

2986.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[BurnedChicken's solution](#)

2987.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, strings
[BurnedChicken's solution](#)

2988.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
[BurnedChicken's solution](#)

2989.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory
[BurnedChicken's solution](#)

2990.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · last AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[BurnedChicken's solution](#)

2991.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[BurnedChicken's solution](#)

2992.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[BurnedChicken's solution](#)

2993.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[BurnedChicken's solution](#)

2994.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[BurnedChicken's solution](#)

2995.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[BurnedChicken's solution](#)

2996.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[BurnedChicken's solution](#)

2997.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[BurnedChicken's solution](#)

2998.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[BurnedChicken's solution](#)

2999.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[BurnedChicken's solution](#)

3000.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

3001.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

3002.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2021-01-26 · last AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

3003.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[BurnedChicken's solution](#)

3004.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

3005.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[BurnedChicken's solution](#)

3006.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-19 · last AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[BurnedChicken's solution](#)

3007.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[BurnedChicken's solution](#)

3008.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)

3009.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[BurnedChicken's solution](#)

3010.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[BurnedChicken's solution](#)

3011.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[BurnedChicken's solution](#)

3012.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2020-08-28 · last AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[BurnedChicken's solution](#)

3013.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[BurnedChicken's solution](#)

3014.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[BurnedChicken's solution](#)

3015.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[BurnedChicken's solution](#)

3016.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[BurnedChicken's solution](#)

3017.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[BurnedChicken's solution](#)

3018.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[BurnedChicken's solution](#)

3019.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[BurnedChicken's solution](#)

3020.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[BurnedChicken's solution](#)

3021.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[BurnedChicken's solution](#)

3022.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-18 · last AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[BurnedChicken's solution](#)

3023.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[BurnedChicken's solution](#)

3024.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2021-01-21 · last AC: 2025-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[BurnedChicken's solution](#)

3025.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[BurnedChicken's solution](#)

3026.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[BurnedChicken's solution](#)

3027.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[BurnedChicken's solution](#)

3028.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[BurnedChicken's solution](#)

3029.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[BurnedChicken's solution](#)

3030.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[BurnedChicken's solution](#)

3031.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities

[BurnedChicken's solution](#)

3032.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, shortest paths

[BurnedChicken's solution](#)

3033.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, strings

[BurnedChicken's solution](#)

3034.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[BurnedChicken's solution](#)

3035.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[BurnedChicken's solution](#)

3036.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[BurnedChicken's solution](#)

3037.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[BurnedChicken's solution](#)

3038.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[BurnedChicken's solution](#)

3039.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[BurnedChicken's solution](#)

3040.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[BurnedChicken's solution](#)

3041.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation
[BurnedChicken's solution](#)

3042.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math
[BurnedChicken's solution](#)

3043.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[BurnedChicken's solution](#)

3044.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees
[BurnedChicken's solution](#)

3045.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation
[BurnedChicken's solution](#)

3046.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[BurnedChicken's solution](#)

3047.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers
[BurnedChicken's solution](#)

3048.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees
[BurnedChicken's solution](#)

3049.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[BurnedChicken's solution](#)

3050.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[BurnedChicken's solution](#)

3051.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

3052.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[BurnedChicken's solution](#)

3053.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[BurnedChicken's solution](#)

3054.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs

[BurnedChicken's solution](#)

3055.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[BurnedChicken's solution](#)

3056.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, number theory

[BurnedChicken's solution](#)

3057.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[BurnedChicken's solution](#)

3058.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[BurnedChicken's solution](#)

3059.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[BurnedChicken's solution](#)

3060.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[BurnedChicken's solution](#)

3061.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

3062.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[BurnedChicken's solution](#)

3063.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[BurnedChicken's solution](#)

3064.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[BurnedChicken's solution](#)

3065.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[BurnedChicken's solution](#)

3066.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[BurnedChicken's solution](#)

3067.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, number theory

[BurnedChicken's solution](#)

3068.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[BurnedChicken's solution](#)

3069.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BurnedChicken's solution](#)

3070.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[BurnedChicken's solution](#)

3071.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[BurnedChicken's solution](#)

3072.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[BurnedChicken's solution](#)

3073.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[BurnedChicken's solution](#)

3074.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BurnedChicken's solution](#)

3075.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[BurnedChicken's solution](#)

3076.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-06 · last AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[BurnedChicken's solution](#)

3077.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[BurnedChicken's solution](#)

3078.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[BurnedChicken's solution](#)

3079.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[BurnedChicken's solution](#)

3080.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[BurnedChicken's solution](#)

3081.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[BurnedChicken's solution](#)

3082.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[BurnedChicken's solution](#)

3083.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[BurnedChicken's solution](#)

3084.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[BurnedChicken's solution](#)

3085.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[BurnedChicken's solution](#)

3086.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BurnedChicken's solution](#)

3087.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

3088.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[BurnedChicken's solution](#)

3089.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, math, trees

[BurnedChicken's solution](#)

3090.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[BurnedChicken's solution](#)

3091.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[BurnedChicken's solution](#)

3092.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[BurnedChicken's solution](#)

3093.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[BurnedChicken's solution](#)

3094.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[BurnedChicken's solution](#)

3095.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[BurnedChicken's solution](#)

3096.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[BurnedChicken's solution](#)

3097.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, sortings

[BurnedChicken's solution](#)

3098.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[BurnedChicken's solution](#)

3099.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[BurnedChicken's solution](#)

3100.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[BurnedChicken's solution](#)

3101.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-16 · last AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

3102.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[BurnedChicken's solution](#)

3103.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

3104.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[BurnedChicken's solution](#)

3105.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[BurnedChicken's solution](#)

3106.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

3107.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[BurnedChicken's solution](#)

3108.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[BurnedChicken's solution](#)

3109.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[BurnedChicken's solution](#)

3110.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees

[BurnedChicken's solution](#)

3111.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[BurnedChicken's solution](#)

3112.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[BurnedChicken's solution](#)

3113.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[BurnedChicken's solution](#)

3114.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, matrices

[BurnedChicken's solution](#)

3115.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[BurnedChicken's solution](#)

3116.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, interactive

[BurnedChicken's solution](#)

3117.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[BurnedChicken's solution](#)

3118.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[BurnedChicken's solution](#)

3119.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[BurnedChicken's solution](#)

3120.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[BurnedChicken's solution](#)

3121.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[BurnedChicken's solution](#)

3122.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[BurnedChicken's solution](#)

3123.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[BurnedChicken's solution](#)

3124.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[BurnedChicken's solution](#)

3125.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[BurnedChicken's solution](#)

3126.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[BurnedChicken's solution](#)

3127.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[BurnedChicken's solution](#)

3128.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[BurnedChicken's solution](#)

3129.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[BurnedChicken's solution](#)

3130.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[BurnedChicken's solution](#)

3131.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, implementation

[BurnedChicken's solution](#)

3132.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[BurnedChicken's solution](#)

3133.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[BurnedChicken's solution](#)

3134.

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

[BurnedChicken's solution](#)

3135.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[BurnedChicken's solution](#)

3136.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2025-05-21 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[BurnedChicken's solution](#)

3137.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[BurnedChicken's solution](#)

3138.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[BurnedChicken's solution](#)

3139.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[BurnedChicken's solution](#)

3140.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[BurnedChicken's solution](#)

3141.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[BurnedChicken's solution](#)

3142.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
[BurnedChicken's solution](#)

3143.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation
[BurnedChicken's solution](#)

3144.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[BurnedChicken's solution](#)

3145.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[BurnedChicken's solution](#)

3146.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[BurnedChicken's solution](#)

3147.

2027E1

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

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math
[BurnedChicken's solution](#)

3148.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[BurnedChicken's solution](#)

3149.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers
[BurnedChicken's solution](#)

3150.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

3151.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[BurnedChicken's solution](#)

3152.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

3153.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[BurnedChicken's solution](#)

3154.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[BurnedChicken's solution](#)

3155.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[BurnedChicken's solution](#)

3156.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[BurnedChicken's solution](#)

3157.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[BurnedChicken's solution](#)

3158.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[BurnedChicken's solution](#)

3159.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[BurnedChicken's solution](#)

3160.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees
[BurnedChicken's solution](#)

3161.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
[BurnedChicken's solution](#)

3162.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities
[BurnedChicken's solution](#)

3163.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[BurnedChicken's solution](#)

3164.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[BurnedChicken's solution](#)

3165.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[BurnedChicken's solution](#)

3166.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math
[BurnedChicken's solution](#)

3167.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[BurnedChicken's solution](#)

3168.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[BurnedChicken's solution](#)

3169.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, trees
[BurnedChicken's solution](#)

3170.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[BurnedChicken's solution](#)

3171.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[BurnedChicken's solution](#)

3172.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[BurnedChicken's solution](#)

3173.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[BurnedChicken's solution](#)

3174.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2022-05-06 · last AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[BurnedChicken's solution](#)

3175.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BurnedChicken's solution](#)

3176.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[BurnedChicken's solution](#)

3177.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees

[BurnedChicken's solution](#)

3178.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[BurnedChicken's solution](#)

3179.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

3180.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[BurnedChicken's solution](#)

3181.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[BurnedChicken's solution](#)

3182.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft, math

[BurnedChicken's solution](#)

3183.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[BurnedChicken's solution](#)

3184.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[BurnedChicken's solution](#)

3185.

1071D

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

Rating: 2800 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math

[BurnedChicken's solution](#)

3186.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

3187.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BurnedChicken's solution](#)

3188.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[BurnedChicken's solution](#)

3189.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[BurnedChicken's solution](#)

3190.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[BurnedChicken's solution](#)

3191.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

3192.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[BurnedChicken's solution](#)

3193.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-01-02 · last AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[BurnedChicken's solution](#)

3194.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-28 · last AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[BurnedChicken's solution](#)

3195.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[BurnedChicken's solution](#)

3196.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[BurnedChicken's solution](#)

3197.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[BurnedChicken's solution](#)

3198.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[BurnedChicken's solution](#)

3199.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[BurnedChicken's solution](#)

3200.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[BurnedChicken's solution](#)

3201.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[BurnedChicken's solution](#)

3202.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive

[BurnedChicken's solution](#)

3203.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[BurnedChicken's solution](#)

3204.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[BurnedChicken's solution](#)

3205.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[BurnedChicken's solution](#)

3206.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[BurnedChicken's solution](#)

3207.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

3208.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[BurnedChicken's solution](#)

3209.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[BurnedChicken's solution](#)

3210.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[BurnedChicken's solution](#)

3211.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[BurnedChicken's solution](#)

3212.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[BurnedChicken's solution](#)

3213.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[BurnedChicken's solution](#)

3214.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

3215.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[BurnedChicken's solution](#)

3216.

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2025-06-14 · last AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[BurnedChicken's solution](#)

3217.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[BurnedChicken's solution](#)

3218.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[BurnedChicken's solution](#)

3219.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[BurnedChicken's solution](#)

3220.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)

3221.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

3222.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[BurnedChicken's solution](#)

3223.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[BurnedChicken's solution](#)

3224.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[BurnedChicken's solution](#)

3225.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3226.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[BurnedChicken's solution](#)

3227.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[BurnedChicken's solution](#)

3228.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[BurnedChicken's solution](#)

3229.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[BurnedChicken's solution](#)

3230.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[BurnedChicken's solution](#)

3231.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory

[BurnedChicken's solution](#)

3232.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings

[BurnedChicken's solution](#)

3233.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[BurnedChicken's solution](#)

3234.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[BurnedChicken's solution](#)

3235.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[BurnedChicken's solution](#)

3236.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[BurnedChicken's solution](#)

3237.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

3238.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[BurnedChicken's solution](#)

3239.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[BurnedChicken's solution](#)

3240.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[BurnedChicken's solution](#)

3241.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[BurnedChicken's solution](#)

3242.

889D

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

Rating: 2900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[BurnedChicken's solution](#)

3243.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[BurnedChicken's solution](#)

3244.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[BurnedChicken's solution](#)

3245.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[BurnedChicken's solution](#)

3246.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[BurnedChicken's solution](#)

3247.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

3248.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[BurnedChicken's solution](#)

3249.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

3250.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[BurnedChicken's solution](#)

3251.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[BurnedChicken's solution](#)

3252.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-06 · last AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[BurnedChicken's solution](#)

3253.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[BurnedChicken's solution](#)

3254.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[BurnedChicken's solution](#)

3255.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[BurnedChicken's solution](#)

3256.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[BurnedChicken's solution](#)

3257.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[BurnedChicken's solution](#)

3258.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[BurnedChicken's solution](#)

3259.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

3260.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, trees

[BurnedChicken's solution](#)

3261.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

3262.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[BurnedChicken's solution](#)

3263.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[BurnedChicken's solution](#)

3264.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[BurnedChicken's solution](#)

3265.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[BurnedChicken's solution](#)

3266.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[BurnedChicken's solution](#)

3267.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[BurnedChicken's solution](#)

3268.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[BurnedChicken's solution](#)

3269.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[BurnedChicken's solution](#)

3270.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-15 · last AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[BurnedChicken's solution](#)

3271.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2021-03-03 · last AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

3272.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

3273.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[BurnedChicken's solution](#)

3274.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[BurnedChicken's solution](#)

3275.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2020-12-11 · last AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[BurnedChicken's solution](#)

3276.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-08 · last AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[BurnedChicken's solution](#)

3277.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[BurnedChicken's solution](#)

3278.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

3279.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[BurnedChicken's solution](#)

3280.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2020-07-07 · last AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory, probabilities

[BurnedChicken's solution](#)

3281.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[BurnedChicken's solution](#)

3282.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-30 · last AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[BurnedChicken's solution](#)

3283.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[BurnedChicken's solution](#)

3284.

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2026-01-13 · last AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive

[BurnedChicken's solution](#)

3285.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[BurnedChicken's solution](#)

3286.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[BurnedChicken's solution](#)

3287.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[BurnedChicken's solution](#)

3288.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2025-07-13 · last AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[BurnedChicken's solution](#)

3289.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BurnedChicken's solution](#)

3290.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, geometry

[BurnedChicken's solution](#)

3291.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[BurnedChicken's solution](#)

3292.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[BurnedChicken's solution](#)

3293.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2025-05-21 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[BurnedChicken's solution](#)

3294.

57E

[Chess](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 3000 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: math, shortest paths

[BurnedChicken's solution](#)

3295.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[BurnedChicken's solution](#)

3296.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[BurnedChicken's solution](#)

3297.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[BurnedChicken's solution](#)

3298.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[BurnedChicken's solution](#)

3299.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[BurnedChicken's solution](#)

3300.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[BurnedChicken's solution](#)

3301.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: flows

[BurnedChicken's solution](#)

3302.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[BurnedChicken's solution](#)

3303.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[BurnedChicken's solution](#)

3304.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[BurnedChicken's solution](#)

3305.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[BurnedChicken's solution](#)

3306.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-27 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[BurnedChicken's solution](#)

3307.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[BurnedChicken's solution](#)

3308.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[BurnedChicken's solution](#)

3309.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[BurnedChicken's solution](#)

3310.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[BurnedChicken's solution](#)

3311.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

3312.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[BurnedChicken's solution](#)

3313.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[BurnedChicken's solution](#)

3314.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[BurnedChicken's solution](#)

3315.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[BurnedChicken's solution](#)

3316.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[BurnedChicken's solution](#)

3317.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[BurnedChicken's solution](#)

3318.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[BurnedChicken's solution](#)

3319.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[BurnedChicken's solution](#)

3320.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[BurnedChicken's solution](#)

3321.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[BurnedChicken's solution](#)

3322.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory, two pointers

[BurnedChicken's solution](#)

3323.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[BurnedChicken's solution](#)

3324.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[BurnedChicken's solution](#)

3325.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[BurnedChicken's solution](#)

3326.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[BurnedChicken's solution](#)

3327.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[BurnedChicken's solution](#)

3328.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[BurnedChicken's solution](#)

3329.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[BurnedChicken's solution](#)

3330.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[BurnedChicken's solution](#)

3331.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[BurnedChicken's solution](#)

3332.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[BurnedChicken's solution](#)

3333.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[BurnedChicken's solution](#)

3334.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[BurnedChicken's solution](#)

3335.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-19 · last AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[BurnedChicken's solution](#)

3336.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[BurnedChicken's solution](#)

3337.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

3338.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[BurnedChicken's solution](#)

3339.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers

[BurnedChicken's solution](#)

3340.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[BurnedChicken's solution](#)

3341.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[BurnedChicken's solution](#)

3342.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[BurnedChicken's solution](#)

3343.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[BurnedChicken's solution](#)

3344.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[BurnedChicken's solution](#)

3345.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[BurnedChicken's solution](#)

3346.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[BurnedChicken's solution](#)

3347.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BurnedChicken's solution](#)

3348.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[BurnedChicken's solution](#)

3349.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[BurnedChicken's solution](#)

3350.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[BurnedChicken's solution](#)

3351.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · last AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[BurnedChicken's solution](#)

3352.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[BurnedChicken's solution](#)

3353.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2021-09-03 · last AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

constructive algorithms, dfs and similar, dp, greedy, trees

[BurnedChicken's solution](#)

3354.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[BurnedChicken's solution](#)

3355.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[BurnedChicken's solution](#)

3356.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-12 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[BurnedChicken's solution](#)

3357.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[BurnedChicken's solution](#)

3358.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[BurnedChicken's solution](#)

3359.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[BurnedChicken's solution](#)

3360.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[BurnedChicken's solution](#)

3361.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

3362.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-02-21 · last AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[BurnedChicken's solution](#)

3363.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp,

math, probabilities

[BurnedChicken's solution](#)

3364.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2021-02-05 · last AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[BurnedChicken's solution](#)

3365.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-22 · last AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[BurnedChicken's solution](#)

3366.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[BurnedChicken's solution](#)

3367.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive

[BurnedChicken's solution](#)

3368.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[BurnedChicken's solution](#)

3369.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[BurnedChicken's solution](#)

3370.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[BurnedChicken's solution](#)

3371.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[BurnedChicken's solution](#)

3372.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math

[BurnedChicken's solution](#)

3373.

2172D

[Divisor Card Game](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[BurnedChicken's solution](#)

3374.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[BurnedChicken's solution](#)

3375.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[BurnedChicken's solution](#)

3376.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[BurnedChicken's solution](#)

3377.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[BurnedChicken's solution](#)

3378.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2025-07-12 · last AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BurnedChicken's solution](#)

3379.

1184D2

[Parallel Universes \(Hard\)](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3100 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices

[BurnedChicken's solution](#)

3380.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp

[BurnedChicken's solution](#)

3381.

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory

[BurnedChicken's solution](#)

3382.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

3383.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[BurnedChicken's solution](#)

3384.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[BurnedChicken's solution](#)

3385.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[BurnedChicken's solution](#)

3386.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[BurnedChicken's solution](#)

3387.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[BurnedChicken's solution](#)

3388.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[BurnedChicken's solution](#)

3389.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[BurnedChicken's solution](#)

3390.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[BurnedChicken's solution](#)

3391.

2027E2

[Bit Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[BurnedChicken's solution](#)

3392.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[BurnedChicken's solution](#)

3393.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[BurnedChicken's solution](#)

3394.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[BurnedChicken's solution](#)

3395.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[BurnedChicken's solution](#)

3396.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[BurnedChicken's solution](#)

3397.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

3398.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[BurnedChicken's solution](#)

3399.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[BurnedChicken's solution](#)

3400.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[BurnedChicken's solution](#)

3401.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[BurnedChicken's solution](#)

3402.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

3403.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[BurnedChicken's solution](#)

3404.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math

[BurnedChicken's solution](#)

3405.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

3406.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[BurnedChicken's solution](#)

3407.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[BurnedChicken's solution](#)

3408.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[BurnedChicken's solution](#)

3409.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

3410.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3411.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[BurnedChicken's solution](#)

3412.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[BurnedChicken's solution](#)

3413.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[BurnedChicken's solution](#)

3414.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[BurnedChicken's solution](#)

3415.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[BurnedChicken's solution](#)

3416.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities

[BurnedChicken's solution](#)

3417.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[BurnedChicken's solution](#)

3418.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[BurnedChicken's solution](#)

3419.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[BurnedChicken's solution](#)

3420.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[BurnedChicken's solution](#)

3421.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[BurnedChicken's solution](#)

3422.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

3423.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[BurnedChicken's solution](#)

3424.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3425.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

3426.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[BurnedChicken's solution](#)

3427.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, probabilities

[BurnedChicken's solution](#)

3428.

446E

[DZY Loves Bridges](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[BurnedChicken's solution](#)

3429.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BurnedChicken's solution](#)

3430.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[BurnedChicken's solution](#)

3431.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[BurnedChicken's solution](#)

3432.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[BurnedChicken's solution](#)

3433.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[BurnedChicken's solution](#)

3434.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

3435.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2022-01-11 · last AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft

[BurnedChicken's solution](#)

3436.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2022-01-10 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[BurnedChicken's solution](#)

3437.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[BurnedChicken's solution](#)

3438.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, trees

[BurnedChicken's solution](#)

3439.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, math

[BurnedChicken's solution](#)

3440.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

3441.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[BurnedChicken's solution](#)

3442.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-02-27 · last AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[BurnedChicken's solution](#)

3443.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[BurnedChicken's solution](#)

3444.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[BurnedChicken's solution](#)

3445.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices, probabilities

[BurnedChicken's solution](#)

3446.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[BurnedChicken's solution](#)

3447.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[BurnedChicken's solution](#)

3448.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[BurnedChicken's solution](#)

3449.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

3450.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3451.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[BurnedChicken's solution](#)

3452.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[BurnedChicken's solution](#)

3453.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[BurnedChicken's solution](#)

3454.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[BurnedChicken's solution](#)

3455.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[BurnedChicken's solution](#)

3456.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[BurnedChicken's solution](#)

3457.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[BurnedChicken's solution](#)

3458.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[BurnedChicken's solution](#)

3459.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[BurnedChicken's solution](#)

3460.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[BurnedChicken's solution](#)

3461.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[BurnedChicken's solution](#)

3462.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

3463.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[BurnedChicken's solution](#)

3464.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[BurnedChicken's solution](#)

3465.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: trees

[BurnedChicken's solution](#)

3466.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[BurnedChicken's solution](#)

3467.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BurnedChicken's solution](#)

3468.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, graphs, trees

[BurnedChicken's solution](#)

3469.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities

[BurnedChicken's solution](#)

3470.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[BurnedChicken's solution](#)

3471.

1782H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math

[BurnedChicken's solution](#)

3472.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BurnedChicken's solution](#)

3473.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[BurnedChicken's solution](#)

3474.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[BurnedChicken's solution](#)

3475.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[BurnedChicken's solution](#)

3476.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[BurnedChicken's solution](#)

3477.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms,

dp, fft, math

[BurnedChicken's solution](#)

3478.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[BurnedChicken's solution](#)

3479.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[BurnedChicken's solution](#)

3480.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[BurnedChicken's solution](#)

3481.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[BurnedChicken's solution](#)

3482.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[BurnedChicken's solution](#)

3483.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

3484.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[BurnedChicken's solution](#)

3485.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[BurnedChicken's solution](#)

3486.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry

[BurnedChicken's solution](#)

3487.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[BurnedChicken's solution](#)

3488.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

3489.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[BurnedChicken's solution](#)

3490.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: games

[BurnedChicken's solution](#)

3491.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: games

[BurnedChicken's solution](#)

3492.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[BurnedChicken's solution](#)

3493.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[BurnedChicken's solution](#)

3494.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[BurnedChicken's solution](#)

3495.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive

[BurnedChicken's solution](#)

3496.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[BurnedChicken's solution](#)

3497.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[BurnedChicken's solution](#)

3498.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: games, graphs

[BurnedChicken's solution](#)

3499.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · last AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[BurnedChicken's solution](#)

3500.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer

[BurnedChicken's solution](#)

3501.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy

[BurnedChicken's solution](#)

3502.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[BurnedChicken's solution](#)

3503.

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[BurnedChicken's solution](#)

3504.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-28 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BurnedChicken's solution](#)

3505.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[BurnedChicken's solution](#)

3506.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[BurnedChicken's solution](#)

3507.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[BurnedChicken's solution](#)

3508.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

3509.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, hashing

[BurnedChicken's solution](#)

3510.

2119F

[Volcanic Eruptions](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[BurnedChicken's solution](#)

3511.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, math

[BurnedChicken's solution](#)

3512.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[BurnedChicken's solution](#)

3513.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[BurnedChicken's solution](#)

3514.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[BurnedChicken's solution](#)

3515.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, number theory

[BurnedChicken's solution](#)

3516.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[BurnedChicken's solution](#)

3517.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2025-05-18 · last AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers

[BurnedChicken's solution](#)

3518.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[BurnedChicken's solution](#)

3519.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[BurnedChicken's solution](#)

3520.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[BurnedChicken's solution](#)

3521.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3522.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[BurnedChicken's solution](#)

3523.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[BurnedChicken's solution](#)

3524.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[BurnedChicken's solution](#)

3525.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[BurnedChicken's solution](#)

3526.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[BurnedChicken's solution](#)

3527.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[BurnedChicken's solution](#)

3528.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-07-22 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

3529.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-07-20 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[BurnedChicken's solution](#)

3530.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[BurnedChicken's solution](#)

3531.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[BurnedChicken's solution](#)

3532.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[BurnedChicken's solution](#)

3533.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[BurnedChicken's solution](#)

3534.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[BurnedChicken's solution](#)

3535.

1266G

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

Quality: 139 global accepts · Rating: 3300 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[BurnedChicken's solution](#)

3536.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[BurnedChicken's solution](#)

3537.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[BurnedChicken's solution](#)

3538.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[BurnedChicken's solution](#)

3539.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[BurnedChicken's solution](#)

3540.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

3541.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

3542.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[BurnedChicken's solution](#)

3543.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[BurnedChicken's solution](#)

3544.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[BurnedChicken's solution](#)

3545.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[BurnedChicken's solution](#)

3546.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BurnedChicken's solution](#)

3547.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[BurnedChicken's solution](#)

3548.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[BurnedChicken's solution](#)

3549.

2124H

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-08 · last AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, trees

[BurnedChicken's solution](#)

3550.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[BurnedChicken's solution](#)

3551.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[BurnedChicken's solution](#)

3552.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-06-29 · last AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[BurnedChicken's solution](#)

3553.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[BurnedChicken's solution](#)

3554.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory

[BurnedChicken's solution](#)

3555.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[BurnedChicken's solution](#)

3556.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[BurnedChicken's solution](#)

3557.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[BurnedChicken's solution](#)

3558.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BurnedChicken's solution](#)

3559.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[BurnedChicken's solution](#)

3560.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[BurnedChicken's solution](#)

3561.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, two pointers

[BurnedChicken's solution](#)

3562.

1314F

[Bad Cryptography](#) · [Tutorial](#)

Rating: 3400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

3563.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[BurnedChicken's solution](#)

3564.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[BurnedChicken's solution](#)

3565.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[BurnedChicken's solution](#)

3566.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[BurnedChicken's solution](#)

3567.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[BurnedChicken's solution](#)

3568.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3569.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[BurnedChicken's solution](#)

3570.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[BurnedChicken's solution](#)

3571.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[BurnedChicken's solution](#)

3572.

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules

[BurnedChicken's solution](#)

3573.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-08-28 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[BurnedChicken's solution](#)

3574.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-08-24 · last AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[BurnedChicken's solution](#)

3575.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[BurnedChicken's solution](#)

3576.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2025-07-13 · last AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[BurnedChicken's solution](#)

3577.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[BurnedChicken's solution](#)

3578.

2124I

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

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, trees

[BurnedChicken's solution](#)

3579.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[BurnedChicken's solution](#)

3580.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[BurnedChicken's solution](#)

3581.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[BurnedChicken's solution](#)

3582.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graph matchings, graphs

[BurnedChicken's solution](#)

3583.

2061H1

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

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[BurnedChicken's solution](#)

3584.

2061F2

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

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[BurnedChicken's solution](#)

3585.

2053I2

[Affectionate Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, math, shortest paths, two pointers

[BurnedChicken's solution](#)

3586.

2052H

[Hunting Hoglins in Hogwarts](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2024-12-21 · last AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[BurnedChicken's solution](#)

3587.

2013F2

[Game in Tree \(Hard Version\)](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[BurnedChicken's solution](#)

3588.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[BurnedChicken's solution](#)

3589.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[BurnedChicken's solution](#)

3590.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[BurnedChicken's solution](#)

3591.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, fft, math, number theory

[BurnedChicken's solution](#)

3592.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[BurnedChicken's solution](#)

3593.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[BurnedChicken's solution](#)

3594.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-06-01 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[BurnedChicken's solution](#)

3595.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: games

[BurnedChicken's solution](#)

3596.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[BurnedChicken's solution](#)

3597.

1423C

[Dušan's Railway](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3500 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, trees

[BurnedChicken's solution](#)

3598.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings, trees

[BurnedChicken's solution](#)

3599.

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[BurnedChicken's solution](#)

3600.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[BurnedChicken's solution](#)

3601.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[BurnedChicken's solution](#)

3602.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[BurnedChicken's solution](#)

3603.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[BurnedChicken's solution](#)

3604.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,073 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BurnedChicken's solution](#)

3605.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[BurnedChicken's solution](#)

3606.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[BurnedChicken's solution](#)

3607.

2222D

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

Quality: 3,177 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[BurnedChicken's solution](#)

3608.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[BurnedChicken's solution](#)

3609.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[BurnedChicken's solution](#)

3610.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,265 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[BurnedChicken's solution](#)

3611.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[BurnedChicken's solution](#)

3612.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[BurnedChicken's solution](#)

3613.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[BurnedChicken's solution](#)

3614.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[BurnedChicken's solution](#)

3615.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[BurnedChicken's solution](#)

3616.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[BurnedChicken's solution](#)

3617.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[BurnedChicken's solution](#)

3618.

102759G

[LCS 8](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3619.

102538D

[Disjoint LIS](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3620.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[BurnedChicken's solution](#)

3621.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[BurnedChicken's solution](#)

3622.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[BurnedChicken's solution](#)

3623.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[BurnedChicken's solution](#)

3624.

105535F

[Fairly Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3625.

105535D

[Desired Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · last AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3626.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3627.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3628.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3629.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3630.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3631.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3632.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3633.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3634.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

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3635.

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3637.

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3638.

102956H

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3639.

102956A

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3640.

102956B

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Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3641.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3642.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3643.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3644.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3645.

102956D

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Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3646.

102956I

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Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3647.

102956G

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Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3648.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3649.

104288G

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Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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3650.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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3651.

106033C

[Conveyors](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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3652.

101170G

[Gotta Nudge 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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3653.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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3654.

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3655.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3656.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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3657.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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3658.

101170I

[Iron and Coal](#) · [Tutorial](#)

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3659.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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3660.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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3661.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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3662.

101170C

[Careful Ascent](#) · [Tutorial](#)

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[BurnedChicken's solution](#)

3663.

102483D

[Date Pickup](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3664.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3665.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3666.

102483J

[Jinxed Betting](#) · [Tutorial](#)

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3667.

102483C

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3668.

102483G

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3669.

102483B

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3670.

102483A

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3671.

102483K

[Kleptography](#) · [Tutorial](#)

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3672.

102483H

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Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3673.

102483I

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Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3674.

101174A

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[BurnedChicken's solution](#)

3675.

101174B

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Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3676.

101174E

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Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3677.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3678.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3679.

101174K

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

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3680.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3681.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3682.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3683.

102511F

[Directing Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3684.

105789J

[Just Look Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3685.

105789E

[Exciting Business Opportunities](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3686.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3687.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3688.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3689.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3690.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3691.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3692.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3693.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3694.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3695.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3696.

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3697.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3698.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3699.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3700.

105677J

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Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3701.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3702.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3703.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3704.

105677D

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Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3705.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3706.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3707.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3708.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3709.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3710.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3711.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3712.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3713.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3714.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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3715.

105562G

[Glued Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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3716.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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3717.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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3718.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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3719.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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3720.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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3721.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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3722.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3723.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3724.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3725.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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3726.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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3727.

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3728.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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3729.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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3730.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3731.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3732.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3733.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3734.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3735.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3736.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3737.

100608H

[Higher Math Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3738.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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3739.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3740.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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3741.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3742.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3743.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3744.

105540H

[Strength](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3745.

105540L

[The Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BurnedChicken's solution](#)

3746.

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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3747.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —

[BurnedChicken's solution](#)

3748.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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3749.

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3750.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3751.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3752.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3753.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3754.

105537E

[Eight-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3755.

105537G

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

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3756.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3757.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3758.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3759.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3760.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3761.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3762.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3763.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3764.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3765.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3766.

105486F

[Double 11](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3767.

105486C

[Chinese Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3768.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3769.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3770.

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3771.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3772.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3773.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3774.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3775.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3776.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3777.

105053H

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

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3778.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3779.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3780.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3781.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3782.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3783.

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3784.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3785.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3786.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3787.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3788.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3789.

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3790.

105444I

[Infection Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3791.

105444L

[Language Survey](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3792.

105444E

[Exhaustive Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3793.

105444H

[Hiring and Firing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3794.

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3795.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3796.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3797.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3798.

105444M

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3799.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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3800.

105444G

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3801.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3802.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3803.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3804.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3805.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3806.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3807.

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3808.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3809.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3810.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3811.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3812.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3813.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3814.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3815.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3816.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3817.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3818.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3819.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3820.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3821.

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3822.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3823.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3824.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3825.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3826.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3827.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3828.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3829.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3830.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3831.

104160B

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

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3832.

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3833.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3834.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3835.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3836.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3837.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3838.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3839.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3840.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3841.

104847B

[Post-capitalism](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3842.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3843.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3844.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3845.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: —

[BurnedChicken's solution](#)

3846.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3847.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3848.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3849.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3850.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3851.

104396C

[GG and YY's Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · last AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3852.

105292D

[Differencing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3853.

105292C

[Crystal Mining](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3854.

105292K

[King Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3855.

105143H

[Wings of Crystals](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3856.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3857.

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3858.

105143A

[Shaking Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3859.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3860.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3861.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3862.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3863.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3864.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3865.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3866.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3867.

102331F

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

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3868.

102331D

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3869.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3870.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3871.

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3872.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3873.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3874.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3875.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3876.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3877.

102331C

[Counting Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3878.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3879.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3880.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3881.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3882.

104974A

[Happy Valentine's Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3883.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[BurnedChicken's solution](#)

3884.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: *special, strings

[BurnedChicken's solution](#)

3885.

105062E

[Fixing Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3886.

105062F

[Apple](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3887.

105062D

[Important Memories](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3888.

105062C

[The Other Half](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3889.

105062B

[TheForces ORZ](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3890.

105062A

[Is It Rated??](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3891.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3892.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3893.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3894.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3895.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3896.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3897.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3898.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3899.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3900.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3901.

105028E

[RBS Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3902.

105028F

[Too Many BSTs](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3903.

105028D

[Tree Merger](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3904.

105028C

[Perfect Square Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3905.

105028B

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

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3906.

105028A

[Minimum Black Cells](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3907.

104855B

[Yugandhar's Letter for Diya](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3908.

104855A

[GCD,LCM and AVG](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3909.

104925H

[Minimum Cost Flow²](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3910.

104925D

[Filesystem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3911.

104925G

[LCA Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3912.

104925C

[Yet Another Balanced Coloring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3913.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3914.

104925I

[Rebellious Edge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3915.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

3916.

101623E

[English Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3917.

101623C

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3918.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3919.

101623K

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3920.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3921.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3922.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3923.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3924.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3925.

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3926.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3927.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3928.

104757H

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

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3929.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3930.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3931.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3932.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3933.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3934.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3935.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3936.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3937.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3938.

104252J

[Joining a Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3939.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3940.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3941.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3942.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3943.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3944.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3945.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3946.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3947.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3948.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

3949.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3950.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3951.

102392H

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

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3952.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3953.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3954.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3955.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3956.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3957.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3958.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3959.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3960.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3961.

101987C

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

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3962.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3963.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3964.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3965.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3966.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3967.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3968.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3969.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3970.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3971.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3972.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3973.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3974.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3975.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3976.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3977.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3978.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3979.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3980.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3981.

102920F

[Ink Mix](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3982.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3983.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3984.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3985.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3986.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3987.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3988.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3989.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3990.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3991.

101002H

[Jewel Thief](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3992.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3993.

101002K

[YATP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3994.

101002A

[Fancy Antiques](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3995.

101002G

[Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3996.

101002B

[Alternative Bracket Notation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3997.

101002J

[Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3998.

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

3999.

101002C

[Greetings!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4000.

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4001.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4002.

103081J

[Daisy's Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4003.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4004.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4005.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4006.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4007.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4008.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4009.

103081K

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

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4010.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4011.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4012.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4013.

104587I

[Scholar's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4014.

104587A

[All in the Family](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4015.

104587L

[Workers of the World Unite! Just Not Too Close.](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4016.

104587D

[Oreperations Research](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4017.

104587F

[Over the Hill, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4018.

104587B

[Kinky Word Searches](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4019.

104587K

[Weighty Tomes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4020.

104587J

[Simply Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4021.

104587H

[Restroom Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4022.

104587E

[Over the Hill, Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4023.

104587G

[A Rank Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4024.

104587C

[Math Trade](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4025.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: —
[BurnedChicken's solution](#)

4026.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4027.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4028.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4029.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4030.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4031.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4032.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4033.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4034.

102215G

[Akinator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4035.

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4036.

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4037.

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4038.

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4039.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4040.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4041.

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4042.

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4043.

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4044.

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4045.

102215B

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

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4046.

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4047.

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4048.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4049.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4050.

102460L

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

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4051.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4052.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4053.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4054.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4055.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4056.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4057.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4058.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4059.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4060.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4061.

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4062.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4063.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4064.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4065.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4066.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4067.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4068.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4069.

104555K

[\\$\\$ for More, \\$\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4070.

104555J

[Jumping to Victory](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4071.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4072.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4073.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4074.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4075.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4076.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4077.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4078.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4079.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4080.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4081.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4082.

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4083.

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4084.

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4085.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4086.

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4087.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4088.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4089.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4090.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4091.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4092.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4093.

103960D

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

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4094.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4095.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4096.

104570D

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

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4097.

104570C

[Super Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4098.

104570B

[Two Arrays Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4099.

104570A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4100.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · last AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4101.

101597I

[The Secret](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4102.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4103.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4104.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4105.

101597G

[Affine](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4106.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4107.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4108.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4109.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4110.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4111.

104508L

[List of Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4112.

102082F

[Fair Chocolate-Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4113.

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4114.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4115.

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4116.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4117.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4118.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4119.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4120.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4121.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4122.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4123.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4124.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4125.

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4126.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4127.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4128.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4129.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4130.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4131.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4132.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4133.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4134.

104443A

[TheForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4135.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4136.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4137.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4138.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4139.

104064G

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

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4140.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4141.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4142.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4143.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4144.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4145.

104077H

[Power of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4146.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4147.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4148.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4149.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4150.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4151.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4152.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4153.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4154.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4155.

104257F

[Frontier Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4156.

104257J

[Jiggle Joggle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4157.

104257D

[Dom's Discovery](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4158.

104257I

[I'm in love with Instagram](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4159.

104257K

[Kakalan's Karma](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4160.

104257L

[League of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4161.

104257C

[Clubhouse Celebrity](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4162.

104257G

[Go Go GPA](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4163.

104257H

[Hiro's Hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4164.

104257B

[Bicycle Burglar](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4165.

104257E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4166.

104257A

[Acceptable Answer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4167.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4168.

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[BurnedChicken's solution](#)

4169.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4170.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4171.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4172.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4173.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4174.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4175.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4176.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4177.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4178.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4179.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4180.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4181.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4182.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4183.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4184.

104128I

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

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4185.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[BurnedChicken's solution](#)

4186.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special

[BurnedChicken's solution](#)

4187.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[BurnedChicken's solution](#)

4188.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[BurnedChicken's solution](#)

4189.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[BurnedChicken's solution](#)

4190.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[BurnedChicken's solution](#)

4191.

104264G

[Simple](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4192.

104264H

[Best](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4193.

104264F

[Online](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4194.

104264D

[TheFool](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4195.

104264E

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4196.

104264C

[Morco](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4197.

104264B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4198.

104264A

[Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4199.

103957C

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

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4200.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4201.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4202.

103957L

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

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4203.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4204.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4205.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4206.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4207.

104196D

[Downsizing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4208.

104196C

[Ball of Whacks](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4209.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4210.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4211.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4212.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4213.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4214.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4215.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4216.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4217.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4218.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4219.

104229A

[SubsetMex](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4220.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4221.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4222.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4223.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4224.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4225.

104160A

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

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4226.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4227.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4228.

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4229.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4230.

104172L

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

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4231.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4232.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4233.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4234.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4235.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4236.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4237.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4238.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4239.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4240.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4241.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4242.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4243.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · last AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4244.

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4245.

104114I

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

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4246.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4247.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4248.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4249.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4250.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4251.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4252.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4253.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4254.

102268K

[Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4255.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4256.

102268H

[Hall's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4257.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4258.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4259.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4260.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4261.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4262.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4263.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4264.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4265.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4266.

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4267.

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4268.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4269.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4270.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4271.

101630A

[Archery Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4272.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4273.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4274.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4275.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4276.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4277.

100956C

[Fraction Factory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4278.

100956E

[Odd Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4279.

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4280.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4281.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4282.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4283.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4284.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4285.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4286.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4287.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4288.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4289.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4290.

102916B

[Fakes and Shidjet](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4291.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4292.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4293.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4294.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4295.

104008J

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

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4296.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4297.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4298.

104008C

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

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4299.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4300.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4301.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4302.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4303.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4304.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4305.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4306.

103964I

[Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4307.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4308.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4309.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4310.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4311.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4312.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4313.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4314.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4315.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4316.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4317.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4318.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4319.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4320.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4321.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4322.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4323.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4324.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4325.

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4326.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4327.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4328.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4329.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4330.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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4331.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4332.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4333.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4334.

103855K

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4335.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4336.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4337.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4338.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4339.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4340.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4341.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4342.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4343.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4344.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4345.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4346.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4347.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4348.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4349.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4350.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4351.

101161K

[Expected Number of Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · last AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4352.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4353.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4354.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4355.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4356.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4357.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4358.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4359.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4360.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4361.

101612D

[Dividing Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4362.

103055K

[Grammy's Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4363.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4364.

103055D

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

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4365.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4366.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4367.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4368.

103055F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4369.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4370.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4371.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4372.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4373.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · last AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4374.

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4375.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4376.

101612H

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

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4377.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4378.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · last AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4379.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4380.

101612L

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

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4381.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4382.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4383.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4384.

103870J

[Thomas Game Revisited Again](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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4385.

103870I

[Counting Flags](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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4386.

103870H

[Zero Trust](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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4387.

103870G

[XOR Fun](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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4388.

103870F

[Cloning](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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4389.

103870E

[Mixed Economy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4390.

103870D

[Penalty](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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4391.

103870C

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4392.

103870B

[Sanity](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4393.

103870A

[Best Waifu](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4394.

103886Q

[Cereal Trees II](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4395.

103886P

[Cereal Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4396.

103886O

[Vista \(Cereal Mountains II\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · last AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4397.

103886N

[Shopping Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4398.

103886M

[Cereal Grids II](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4399.

103886L

[Fossil Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4400.

103886K

[Terraforming](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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4401.

103886J

[Cereal Grids](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4402.

103886I

[Smuggling Cereal](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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4403.

103886H

[Bombs and Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4404.

103886G

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4405.

103886F

[Cereal Schemes](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4406.

103886E

[Jeopardized Projects](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · last AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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4407.

103886D

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

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4408.

103886C

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4409.

103886B

[Cereal Robber](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4410.

103886A

[Cereal Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4411.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4412.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4413.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4414.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4415.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4416.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4417.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4418.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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4419.

100257J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4420.

100257L

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · last AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4421.

100257G

[Global Elephant Market](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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4422.

100257C

[Charisma](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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4423.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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4424.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4425.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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4426.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4427.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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4428.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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4429.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4430.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4431.

103495G

[Five Phases](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4432.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4433.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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4434.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4435.

103102I

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

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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4436.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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4437.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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4438.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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4439.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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4440.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4441.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4442.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4443.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4444.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4445.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4446.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4447.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4448.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4449.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4450.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4451.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4452.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4453.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4454.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · last AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4455.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4456.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4457.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4458.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4459.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4460.

103438A

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

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4461.

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4462.

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4463.

103828E

[Do you where is Naseem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4464.

103328F

[Prime Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · last AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4465.

103328H

[Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4466.

103328I

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

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4467.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4468.

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4469.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4470.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4471.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4472.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[BurnedChicken's solution](#)

4473.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[BurnedChicken's solution](#)

4474.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[BurnedChicken's solution](#)

4475.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[BurnedChicken's solution](#)

4476.

1663C

[P Ò! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[BurnedChicken's solution](#)

4477.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[BurnedChicken's solution](#)

4478.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[BurnedChicken's solution](#)

4479.

103464D

[A Task With Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4480.

103464C

[Protected String](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4481.

103464B

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

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4482.

103464A

[Stegosauruses](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4483.

102966G

[Goombas Colliding](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4484.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks

[BurnedChicken's solution](#)

4485.

102891E

[Entanglement](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4486.

102891F

[Alarm Clocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4487.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4488.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4489.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4490.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4491.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4492.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: *special

[BurnedChicken's solution](#)

4493.

102638B

[WA6](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4494.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[BurnedChicken's solution](#)

4495.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[BurnedChicken's solution](#)

4496.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[BurnedChicken's solution](#)

4497.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special

[BurnedChicken's solution](#)

4498.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)

4499.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[BurnedChicken's solution](#)