

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

<https://cfelitetracker.vercel.app>

Unique solved — CDuongg

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

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

Filters: none

Count: 926

1.

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

[CDuongg's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[CDuongg's solution](#)

3.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,575 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[CDuongg's solution](#)

4.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[CDuongg's solution](#)

5.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[CDuongg's solution](#)

6.

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

[CDuongg's solution](#)

7.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[CDuongg's solution](#)

8.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[CDuongg's solution](#)

9.

2141A

[Furniture Store](#) · [Tutorial](#)

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

[CDuongg's solution](#)

10.

2134A

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

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[CDuongg's solution](#)

11.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[CDuongg's solution](#)

12.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[CDuongg's solution](#)

13.

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

[CDuongg's solution](#)

14.

2124A

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

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[CDuongg's solution](#)

15.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[CDuongg's solution](#)

16.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[CDuongg's solution](#)

17.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[CDuongg's solution](#)

18.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[CDuongg's solution](#)

19.

2034A

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

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

[CDuongg's solution](#)

20.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[CDuongg's solution](#)

21.

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

[CDuongg's solution](#)

22.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[CDuongg's solution](#)

23.

1930A

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

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

[CDuongg's solution](#)

24.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[CDuongg's solution](#)

25.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[CDuongg's solution](#)

26.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,321 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[CDuongg's solution](#)

27.

1870A

[MEXanized Array](#) · [Tutorial](#)

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

[CDuongg's solution](#)

28.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,344 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[CDuongg's solution](#)

29.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,339 global accepts · Rating: 800 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[CDuongg's solution](#)

30.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[CDuongg's solution](#)

31.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[CDuongg's solution](#)

32.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[CDuongg's solution](#)

33.

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

[CDuongg's solution](#)

34.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,451 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[CDuongg's solution](#)

35.

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

[CDuongg's solution](#)

36.

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

[CDuongg's solution](#)

37.

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

[CDuongg's solution](#)

38.

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

[CDuongg's solution](#)

39.

1789A

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

Quality: 32,963 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[CDuongg's solution](#)

40.

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

[CDuongg's solution](#)

41.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,984 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[CDuongg's solution](#)

42.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[CDuongg's solution](#)

43.

1777A

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

Quality: 44,007 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[CDuongg's solution](#)

44.

1782A

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

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

[CDuongg's solution](#)

45.

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

[CDuongg's solution](#)

46.

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

[CDuongg's solution](#)

47.

1774A

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

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[CDuongg's solution](#)

48.

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

[CDuongg's solution](#)

49.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,598 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[CDuongg's solution](#)

50.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[CDuongg's solution](#)

51.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[CDuongg's solution](#)

52.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[CDuongg's solution](#)

53.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,156 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[CDuongg's solution](#)

54.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[CDuongg's solution](#)

55.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[CDuongg's solution](#)

56.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,093 global accepts · Rating: 800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[CDuongg's solution](#)

57.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,295 global accepts · Rating: 800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

58.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[CDuongg's solution](#)

59.

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

[CDuongg's solution](#)

60.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[CDuongg's solution](#)

61.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[CDuongg's solution](#)

62.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[CDuongg's solution](#)

63.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[CDuongg's solution](#)

64.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[CDuongg's solution](#)

65.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[CDuongg's solution](#)

66.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[CDuongg's solution](#)

67.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[CDuongg's solution](#)

68.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[CDuongg's solution](#)

69.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[CDuongg's solution](#)

70.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[CDuongg's solution](#)

71.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[CDuongg's solution](#)

72.

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation
[CDuongg's solution](#)

73.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[CDuongg's solution](#)

74.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[CDuongg's solution](#)

75.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[CDuongg's solution](#)

76.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,775 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[CDuongg's solution](#)

77.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[CDuongg's solution](#)

78.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[CDuongg's solution](#)

79.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[CDuongg's solution](#)

80.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[CDuongg's solution](#)

81.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[CDuongg's solution](#)

82.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[CDuongg's solution](#)

83.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[CDuongg's solution](#)

84.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[CDuongg's solution](#)

85.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[CDuongg's solution](#)

86.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[CDuongg's solution](#)

87.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

88.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,542 global accepts · Rating: 800 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[CDuongg's solution](#)

89.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[CDuongg's solution](#)

90.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CDuongg's solution](#)

91.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,907 global accepts · Rating: 800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

92.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[CDuongg's solution](#)

93.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[CDuongg's solution](#)

94.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[CDuongg's solution](#)

95.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[CDuongg's solution](#)

96.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[CDuongg's solution](#)

97.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[CDuongg's solution](#)

98.

1527A

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

Quality: 41,902 global accepts · Rating: 800 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[CDuongg's solution](#)

99.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[CDuongg's solution](#)

100.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[CDuongg's solution](#)

101.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[CDuongg's solution](#)

102.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[CDuongg's solution](#)

103.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[CDuongg's solution](#)

104.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[CDuongg's solution](#)

105.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[CDuongg's solution](#)

106.

1462A

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

Quality: 48,961 global accepts · Rating: 800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[CDuongg's solution](#)

107.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[CDuongg's solution](#)

108.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[CDuongg's solution](#)

109.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[CDuongg's solution](#)

110.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[CDuongg's solution](#)

111.

1433A

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

Quality: 62,644 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[CDuongg's solution](#)

112.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[CDuongg's solution](#)

113.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[CDuongg's solution](#)

114.

1409A

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

Quality: 80,419 global accepts · Rating: 800 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[CDuongg's solution](#)

115.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[CDuongg's solution](#)

116.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,361 global accepts · Rating: 800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[CDuongg's solution](#)

117.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[CDuongg's solution](#)

118.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,794 global accepts · Rating: 800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[CDuongg's solution](#)

119.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,038 global accepts · Rating: 800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[CDuongg's solution](#)

120.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[CDuongg's solution](#)

121.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,405 global accepts · Rating: 800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[CDuongg's solution](#)

122.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,520 global accepts · Rating: 800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CDuongg's solution](#)

123.

1328A

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

Quality: 131,899 global accepts · Rating: 800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[CDuongg's solution](#)

124.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,945 global accepts · Rating: 800 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CDuongg's solution](#)

125.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,393 global accepts · Rating: 800 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

126.

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[CDuongg's solution](#)

127.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,805 global accepts · Rating: 800 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

128.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,193 global accepts · Rating: 800 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[CDuongg's solution](#)

129.

61A

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

Quality: 136,206 global accepts · Rating: 800 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

130.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,414 global accepts · Rating: 800 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[CDuongg's solution](#)

131.

486A

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

Quality: 154,134 global accepts · Rating: 800 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[CDuongg's solution](#)

132.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

133.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,452 global accepts · Rating: 800 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

134.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

135.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

136.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

137.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[CDuongg's solution](#)

138.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,926 global accepts · Rating: 800 · first AC: 2020-08-17 · last AC: 2020-08-17 · Python 3 (first AC) · Tags: implementation

[CDuongg's solution](#)

139.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,516 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CDuongg's solution](#)

140.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,436 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CDuongg's solution](#)

141.

59A

[Word](#) · [Tutorial](#)

Quality: 227,910 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CDuongg's solution](#)

142.

110A

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

Quality: 199,487 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

143.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,073 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[CDuongg's solution](#)

144.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,120 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[CDuongg's solution](#)

145.

977A

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

Quality: 217,479 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

146.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

147.

791A

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

Quality: 257,206 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

148.

546A

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

Quality: 235,195 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[CDuongg's solution](#)

149.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[CDuongg's solution](#)

150.

266A

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

Quality: 244,542 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

151.

281A

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

Quality: 270,969 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CDuongg's solution](#)

152.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,328 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[CDuongg's solution](#)

153.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

154.

112A

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

Quality: 287,234 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CDuongg's solution](#)

155.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

156.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,687 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[CDuongg's solution](#)

157.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[CDuongg's solution](#)

158.

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[CDuongg's solution](#)

159.

71A

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

Quality: 503,222 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: strings

[CDuongg's solution](#)

160.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[CDuongg's solution](#)

161.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[CDuongg's solution](#)

162.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[CDuongg's solution](#)

163.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[CDuongg's solution](#)

164.

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

[CDuongg's solution](#)

165.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,864 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[CDuongg's solution](#)

166.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[CDuongg's solution](#)

167.

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

[CDuongg's solution](#)

168.

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

[CDuongg's solution](#)

169.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

170.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[CDuongg's solution](#)

171.

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

[CDuongg's solution](#)

172.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[CDuongg's solution](#)

173.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[CDuongg's solution](#)

174.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[CDuongg's solution](#)

175.

1593B

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

Quality: 40,644 global accepts · Rating: 900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[CDuongg's solution](#)

176.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[CDuongg's solution](#)

177.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[CDuongg's solution](#)

178.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math

[CDuongg's solution](#)

179.

1475B

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

Quality: 57,244 global accepts · Rating: 900 · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[CDuongg's solution](#)

180.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[CDuongg's solution](#)

181.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[CDuongg's solution](#)

182.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[CDuongg's solution](#)

183.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

184.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · last AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[CDuongg's solution](#)

185.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: strings

[CDuongg's solution](#)

186.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,472 global accepts · Rating: 900 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[CDuongg's solution](#)

187.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[CDuongg's solution](#)

188.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[CDuongg's solution](#)

189.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,683 global accepts · Rating: 900 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[CDuongg's solution](#)

190.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CDuongg's solution](#)

191.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,703 global accepts · Rating: 900 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[CDuongg's solution](#)

192.

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CDuongg's solution](#)

193.

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

[CDuongg's solution](#)

194.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[CDuongg's solution](#)

195.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[CDuongg's solution](#)

196.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[CDuongg's solution](#)

197.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

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

[CDuongg's solution](#)

198.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[CDuongg's solution](#)

199.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[CDuongg's solution](#)

200.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[CDuongg's solution](#)

201.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[CDuongg's solution](#)

202.

1876A

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

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[CDuongg's solution](#)

203.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[CDuongg's solution](#)

204.

1521A

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

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math,

number theory

[CDuongg's solution](#)

205.

1844B

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

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

[CDuongg's solution](#)

206.

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

[CDuongg's solution](#)

207.

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

[CDuongg's solution](#)

208.

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

[CDuongg's solution](#)

209.

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

[CDuongg's solution](#)

210.

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

[CDuongg's solution](#)

211.

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

[CDuongg's solution](#)

212.

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

[CDuongg's solution](#)

213.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[CDuongg's solution](#)

214.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,604 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[CDuongg's solution](#)

215.

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
[CDuongg's solution](#)

216.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[CDuongg's solution](#)

217.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[CDuongg's solution](#)

218.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[CDuongg's solution](#)

219.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[CDuongg's solution](#)

220.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,935 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[CDuongg's solution](#)

221.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[CDuongg's solution](#)

222.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,372 global accepts · Rating: 1000 · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[CDuongg's solution](#)

223.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[CDuongg's solution](#)

224.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[CDuongg's solution](#)

225.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[CDuongg's solution](#)

226.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[CDuongg's solution](#)

227.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[CDuongg's solution](#)

228.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,354 global accepts · Rating: 1000 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[CDuongg's solution](#)

229.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[CDuongg's solution](#)

230.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[CDuongg's solution](#)

231.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[CDuongg's solution](#)

232.

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
[CDuongg's solution](#)

233.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[CDuongg's solution](#)

234.

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

[CDuongg's solution](#)

235.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp
[CDuongg's solution](#)

236.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[CDuongg's solution](#)

237.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[CDuongg's solution](#)

238.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[CDuongg's solution](#)

239.

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

[CDuongg's solution](#)

240.

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

[CDuongg's solution](#)

241.

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

[CDuongg's solution](#)

242.

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

[CDuongg's solution](#)

243.

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

[CDuongg's solution](#)

244.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[CDuongg's solution](#)

245.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[CDuongg's solution](#)

246.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[CDuongg's solution](#)

247.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[CDuongg's solution](#)

248.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[CDuongg's solution](#)

249.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[CDuongg's solution](#)

250.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[CDuongg's solution](#)

251.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[CDuongg's solution](#)

252.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[CDuongg's solution](#)

253.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[CDuongg's solution](#)

254.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation
[CDuongg's solution](#)

255.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[CDuongg's solution](#)

256.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[CDuongg's solution](#)

257.

2174A

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

Quality: 14,297 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[CDuongg's solution](#)

258.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[CDuongg's solution](#)

259.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[CDuongg's solution](#)

260.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[CDuongg's solution](#)

261.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[CDuongg's solution](#)

262.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[CDuongg's solution](#)

263.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[CDuongg's solution](#)

264.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[CDuongg's solution](#)

265.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[CDuongg's solution](#)

266.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[CDuongg's solution](#)

267.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[CDuongg's solution](#)

268.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[CDuongg's solution](#)

269.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[CDuongg's solution](#)

270.

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

[CDuongg's solution](#)

271.

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

[CDuongg's solution](#)

272.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,255 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[CDuongg's solution](#)

273.

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

[CDuongg's solution](#)

274.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[CDuongg's solution](#)

275.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[CDuongg's solution](#)

276.

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

[CDuongg's solution](#)

277.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[CDuongg's solution](#)

278.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[CDuongg's solution](#)

279.

1527B1

[Palindrome Game \(easy version\) · Tutorial](#)

Quality: 34,398 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[CDuongg's solution](#)

280.

1419B

[Stairs · Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[CDuongg's solution](#)

281.

492B

[Vanya and Lanterns · Tutorial](#)

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings
[CDuongg's solution](#)

282.

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
[CDuongg's solution](#)

283.

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
[CDuongg's solution](#)

284.

2150A

[Incremental Path · Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[CDuongg's solution](#)

285.

2124C

[Subset Multiplication · Tutorial](#)

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[CDuongg's solution](#)

286.

2118C

[Make It Beautiful · Tutorial](#)

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math
[CDuongg's solution](#)

287.

2041A

[The Bento Box Adventure · Tutorial](#)

Quality: 11,293 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[CDuongg's solution](#)

288.

1943A

[MEX Game 1 · Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[CDuongg's solution](#)

289.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[CDuongg's solution](#)

290.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,772 global accepts · Rating: 1300 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[CDuongg's solution](#)

291.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[CDuongg's solution](#)

292.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[CDuongg's solution](#)

293.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-19 · last AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[CDuongg's solution](#)

294.

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[CDuongg's solution](#)

295.

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

[CDuongg's solution](#)

296.

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

[CDuongg's solution](#)

297.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[CDuongg's solution](#)

298.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[CDuongg's solution](#)

299.

1736C1

[Good Subarrays \(Easy Version\) · Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[CDuongg's solution](#)

300.

1737B

[Ela's Fitness and the Luxury Number · Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[CDuongg's solution](#)

301.

1726C

[Jatayu's Balanced Bracket Sequence · Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[CDuongg's solution](#)

302.

1717C

[Madoka and Formal Statement · Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[CDuongg's solution](#)

303.

230B

[T-primes · Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[CDuongg's solution](#)

304.

4C

[Registration System · Tutorial](#)

Quality: 108,135 global accepts · Rating: 1300 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[CDuongg's solution](#)

305.

755C

[PolandBall and Forest · Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[CDuongg's solution](#)

306.

932B

[Recursive Queries · Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[CDuongg's solution](#)

307.

25A

[IQ test · Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[CDuongg's solution](#)

308.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[CDuongg's solution](#)

309.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[CDuongg's solution](#)

310.

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

[CDuongg's solution](#)

311.

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

[CDuongg's solution](#)

312.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[CDuongg's solution](#)

313.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[CDuongg's solution](#)

314.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[CDuongg's solution](#)

315.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, math

[CDuongg's solution](#)

316.

1970C1

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

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[CDuongg's solution](#)

317.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[CDuongg's solution](#)

318.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[CDuongg's solution](#)

319.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[CDuongg's solution](#)

320.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[CDuongg's solution](#)

321.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[CDuongg's solution](#)

322.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[CDuongg's solution](#)

323.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[CDuongg's solution](#)

324.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[CDuongg's solution](#)

325.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[CDuongg's solution](#)

326.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2023-04-26 · last AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[CDuongg's solution](#)

327.

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

[CDuongg's solution](#)

328.

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

[CDuongg's solution](#)

329.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[CDuongg's solution](#)

330.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[CDuongg's solution](#)

331.

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

[CDuongg's solution](#)

332.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[CDuongg's solution](#)

333.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[CDuongg's solution](#)

334.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[CDuongg's solution](#)

335.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[CDuongg's solution](#)

336.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[CDuongg's solution](#)

337.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[CDuongg's solution](#)

338.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[CDuongg's solution](#)

339.

2183D1

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

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[CDuongg's solution](#)

340.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[CDuongg's solution](#)

341.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[CDuongg's solution](#)

342.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CDuongg's solution](#)

343.

2077A

[Breach of Faith](#) · [Tutorial](#)

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

[CDuongg's solution](#)

344.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[CDuongg's solution](#)

345.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[CDuongg's solution](#)

346.

566F

[Cliques in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[CDuongg's solution](#)

347.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[CDuongg's solution](#)

348.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[CDuongg's solution](#)

349.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[CDuongg's solution](#)

350.

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

[CDuongg's solution](#)

351.

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

[CDuongg's solution](#)

352.

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

[CDuongg's solution](#)

353.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2022-06-28 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[CDuongg's solution](#)

354.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[CDuongg's solution](#)

355.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[CDuongg's solution](#)

356.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[CDuongg's solution](#)

357.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[CDuongg's solution](#)

358.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[CDuongg's solution](#)

359.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[CDuongg's solution](#)

360.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[CDuongg's solution](#)

361.

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

[CDuongg's solution](#)

362.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[CDuongg's solution](#)

363.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

364.

1798D

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

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[CDuongg's solution](#)

365.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[CDuongg's solution](#)

366.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[CDuongg's solution](#)

367.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, trees

[CDuongg's solution](#)

368.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[CDuongg's solution](#)

369.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[CDuongg's solution](#)

370.

453A

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

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2022-07-05 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: probabilities

[CDuongg's solution](#)

371.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[CDuongg's solution](#)

372.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[CDuongg's solution](#)

373.

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[CDuongg's solution](#)

374.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[CDuongg's solution](#)

375.

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

[CDuongg's solution](#)

376.

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

[CDuongg's solution](#)

377.

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

[CDuongg's solution](#)

378.

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

[CDuongg's solution](#)

379.

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

[CDuongg's solution](#)

380.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[CDuongg's solution](#)

381.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CDuongg's solution](#)

382.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[CDuongg's solution](#)

383.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[CDuongg's solution](#)

384.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[CDuongg's solution](#)

385.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, math

[CDuongg's solution](#)

386.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[CDuongg's solution](#)

387.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[CDuongg's solution](#)

388.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[CDuongg's solution](#)

389.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[CDuongg's solution](#)

390.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[CDuongg's solution](#)

391.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[CDuongg's solution](#)

392.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[CDuongg's solution](#)

393.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[CDuongg's solution](#)

394.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[CDuongg's solution](#)

395.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[CDuongg's solution](#)

396.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[CDuongg's solution](#)

397.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[CDuongg's solution](#)

398.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[CDuongg's solution](#)

399.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2023-05-29 · last AC: 2024-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[CDuongg's solution](#)

400.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[CDuongg's solution](#)

401.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[CDuongg's solution](#)

402.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[CDuongg's solution](#)

403.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[CDuongg's solution](#)

404.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[CDuongg's solution](#)

405.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[CDuongg's solution](#)

406.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[CDuongg's solution](#)

407.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[CDuongg's solution](#)

408.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[CDuongg's solution](#)

409.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[CDuongg's solution](#)

410.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[CDuongg's solution](#)

411.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[CDuongg's solution](#)

412.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2022-07-05 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[CDuongg's solution](#)

413.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory
[CDuongg's solution](#)

414.

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
[CDuongg's solution](#)

415.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers
[CDuongg's solution](#)

416.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[CDuongg's solution](#)

417.

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
[CDuongg's solution](#)

418.

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
[CDuongg's solution](#)

419.

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
[CDuongg's solution](#)

420.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[CDuongg's solution](#)

421.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[CDuongg's solution](#)

422.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[CDuongg's solution](#)

423.

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

[CDuongg's solution](#)

424.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[CDuongg's solution](#)

425.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[CDuongg's solution](#)

426.

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

[CDuongg's solution](#)

427.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, brute force

[CDuongg's solution](#)

428.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[CDuongg's solution](#)

429.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[CDuongg's solution](#)

430.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[CDuongg's solution](#)

431.

1910D

[Remove and Add · Tutorial](#)

Quality: 408 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[CDuongg's solution](#)

432.

142B

[Help General · Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[CDuongg's solution](#)

433.

519D

[A and B and Interesting Substrings · Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, two pointers
[CDuongg's solution](#)

434.

1870D

[Prefix Purchase · Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[CDuongg's solution](#)

435.

1630B

[Range and Partition · Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[CDuongg's solution](#)

436.

1848C

[Vika and Price Tags · Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[CDuongg's solution](#)

437.

1851F

[Lisa and the Martians · Tutorial](#)

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[CDuongg's solution](#)

438.

1394A

[Boboniu Chats with Du · Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[CDuongg's solution](#)

439.

1556D

[Take a Guess · Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[CDuongg's solution](#)

440.

1517D

[Explorer Space · Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
[CDuongg's solution](#)

441.

1758D

[Range = " Sum Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[CDuongg's solution](#)

442.

1666L

[Labyrinth · Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[CDuongg's solution](#)

443.

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

[CDuongg's solution](#)

444.

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

[CDuongg's solution](#)

445.

471D

[MUH and Cube Walls · Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[CDuongg's solution](#)

446.

1750D

[Count GCD · Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[CDuongg's solution](#)

447.

1740E

[Hanging Hearts · Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[CDuongg's solution](#)

448.

706D

[Vasiliy's Multiset · Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[CDuongg's solution](#)

449.

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

[CDuongg's solution](#)

450.

624C

[Graph and String · Tutorial](#)

Rating: 1800 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[CDuongg's solution](#)

451.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[CDuongg's solution](#)

452.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[CDuongg's solution](#)

453.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[CDuongg's solution](#)

454.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[CDuongg's solution](#)

455.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[CDuongg's solution](#)

456.

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

[CDuongg's solution](#)

457.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[CDuongg's solution](#)

458.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[CDuongg's solution](#)

459.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[CDuongg's solution](#)

460.

2066B

[White Magic](#) · [Tutorial](#)

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

[CDuongg's solution](#)

461.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, two pointers

[CDuongg's solution](#)

462.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[CDuongg's solution](#)

463.

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

[CDuongg's solution](#)

464.

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

[CDuongg's solution](#)

465.

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms

[CDuongg's solution](#)

466.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

467.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[CDuongg's solution](#)

468.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[CDuongg's solution](#)

469.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[CDuongg's solution](#)

470.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[CDuongg's solution](#)

471.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[CDuongg's solution](#)

472.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory
[CDuongg's solution](#)

473.

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
[CDuongg's solution](#)

474.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings
[CDuongg's solution](#)

475.

101911G

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

Rating: 1900 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[CDuongg's solution](#)

476.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[CDuongg's solution](#)

477.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[CDuongg's solution](#)

478.

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
[CDuongg's solution](#)

479.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[CDuongg's solution](#)

480.

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
[CDuongg's solution](#)

481.

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

[CDuongg's solution](#)

482.

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

[CDuongg's solution](#)

483.

1777D

[Score of a Tree · Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[CDuongg's solution](#)

484.

1746D

[Paths on the Tree · Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-11-25 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[CDuongg's solution](#)

485.

1759G

[Restore the Permutation · Tutorial](#)

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[CDuongg's solution](#)

486.

1738D

[Permutation Addicts · Tutorial](#)

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[CDuongg's solution](#)

487.

1717D

[Madoka and The Corruption Scheme · Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[CDuongg's solution](#)

488.

2178E

[Flatten or Concatenate · Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[CDuongg's solution](#)

489.

2165C

[Binary Wine · Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[CDuongg's solution](#)

490.

843B

[Interactive LowerBound · Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, probabilities

[CDuongg's solution](#)

491.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[CDuongg's solution](#)

492.

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[CDuongg's solution](#)

493.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[CDuongg's solution](#)

494.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, number theory

[CDuongg's solution](#)

495.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[CDuongg's solution](#)

496.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[CDuongg's solution](#)

497.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[CDuongg's solution](#)

498.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[CDuongg's solution](#)

499.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[CDuongg's solution](#)

500.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics

[CDuongg's solution](#)

501.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[CDuongg's solution](#)

502.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[CDuongg's solution](#)

503.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2000 · first AC: 2023-12-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy, trees
[CDuongg's solution](#)

504.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[CDuongg's solution](#)

505.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[CDuongg's solution](#)

506.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[CDuongg's solution](#)

507.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
[CDuongg's solution](#)

508.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
[CDuongg's solution](#)

509.

1851G

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

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
[CDuongg's solution](#)

510.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[CDuongg's solution](#)

511.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[CDuongg's solution](#)

512.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 2000 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[CDuongg's solution](#)

513.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[CDuongg's solution](#)

514.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[CDuongg's solution](#)

515.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[CDuongg's solution](#)

516.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[CDuongg's solution](#)

517.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[CDuongg's solution](#)

518.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[CDuongg's solution](#)

519.

1754E

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

Rating: 2000 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[CDuongg's solution](#)

520.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures

[CDuongg's solution](#)

521.

1804D

[Accommodation](#) · [Tutorial](#)

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

[CDuongg's solution](#)

522.

1796D

[Maximum Subarray](#) · [Tutorial](#)

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

[CDuongg's solution](#)

523.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[CDuongg's solution](#)

524.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[CDuongg's solution](#)

525.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[CDuongg's solution](#)

526.

1731E

[Graph Cost](#) · [Tutorial](#)

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

[CDuongg's solution](#)

527.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[CDuongg's solution](#)

528.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[CDuongg's solution](#)

529.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[CDuongg's solution](#)

530.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[CDuongg's solution](#)

531.

1719E

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

Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, number theory

[CDuongg's solution](#)

532.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[CDuongg's solution](#)

533.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[CDuongg's solution](#)

534.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[CDuongg's solution](#)

535.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[CDuongg's solution](#)

536.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[CDuongg's solution](#)

537.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[CDuongg's solution](#)

538.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[CDuongg's solution](#)

539.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[CDuongg's solution](#)

540.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

541.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[CDuongg's solution](#)

542.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, two pointers

[CDuongg's solution](#)

543.

1910E

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

Quality: 243 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, dp

[CDuongg's solution](#)

544.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[CDuongg's solution](#)

545.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[CDuongg's solution](#)

546.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[CDuongg's solution](#)

547.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[CDuongg's solution](#)

548.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[CDuongg's solution](#)

549.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[CDuongg's solution](#)

550.

319C

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

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2023-06-29 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[CDuongg's solution](#)

551.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[CDuongg's solution](#)

552.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[CDuongg's solution](#)

553.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[CDuongg's solution](#)

554.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[CDuongg's solution](#)

555.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[CDuongg's solution](#)

556.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[CDuongg's solution](#)

557.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[CDuongg's solution](#)

558.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[CDuongg's solution](#)

559.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2022-11-24 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[CDuongg's solution](#)

560.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory

[CDuongg's solution](#)

561.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, math

[CDuongg's solution](#)

562.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-04-26 · last AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[CDuongg's solution](#)

563.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[CDuongg's solution](#)

564.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[CDuongg's solution](#)

565.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[CDuongg's solution](#)

566.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[CDuongg's solution](#)

567.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[CDuongg's solution](#)

568.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[CDuongg's solution](#)

569.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[CDuongg's solution](#)

570.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[CDuongg's solution](#)

571.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[CDuongg's solution](#)

572.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[CDuongg's solution](#)

573.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[CDuongg's solution](#)

574.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[CDuongg's solution](#)

575.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[CDuongg's solution](#)

576.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[CDuongg's solution](#)

577.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[CDuongg's solution](#)

578.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[CDuongg's solution](#)

579.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[CDuongg's solution](#)

580.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[CDuongg's solution](#)

581.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[CDuongg's solution](#)

582.

316F3

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[CDuongg's solution](#)

583.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

[CDuongg's solution](#)

584.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

585.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[CDuongg's solution](#)

586.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[CDuongg's solution](#)

587.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[CDuongg's solution](#)

588.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[CDuongg's solution](#)

589.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[CDuongg's solution](#)

590.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[CDuongg's solution](#)

591.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[CDuongg's solution](#)

592.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2023-07-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CDuongg's solution](#)

593.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[CDuongg's solution](#)

594.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[CDuongg's solution](#)

595.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · last AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[CDuongg's solution](#)

596.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[CDuongg's solution](#)

597.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[CDuongg's solution](#)

598.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[CDuongg's solution](#)

599.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-10-11 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[CDuongg's solution](#)

600.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, math

[CDuongg's solution](#)

601.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[CDuongg's solution](#)

602.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[CDuongg's solution](#)

603.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[CDuongg's solution](#)

604.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[CDuongg's solution](#)

605.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[CDuongg's solution](#)

606.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[CDuongg's solution](#)

607.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[CDuongg's solution](#)

608.

851E

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[CDuongg's solution](#)

609.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[CDuongg's solution](#)

610.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[CDuongg's solution](#)

611.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[CDuongg's solution](#)

612.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[CDuongg's solution](#)

613.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[CDuongg's solution](#)

614.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[CDuongg's solution](#)

615.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[CDuongg's solution](#)

616.

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

[CDuongg's solution](#)

617.

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

[CDuongg's solution](#)

618.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[CDuongg's solution](#)

619.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[CDuongg's solution](#)

620.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[CDuongg's solution](#)

621.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[CDuongg's solution](#)

622.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[CDuongg's solution](#)

623.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[CDuongg's solution](#)

624.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[CDuongg's solution](#)

625.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[CDuongg's solution](#)

626.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[CDuongg's solution](#)

627.

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[CDuongg's solution](#)

628.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[CDuongg's solution](#)

629.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[CDuongg's solution](#)

630.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[CDuongg's solution](#)

631.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[CDuongg's solution](#)

632.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

633.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[CDuongg's solution](#)

634.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[CDuongg's solution](#)

635.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[CDuongg's solution](#)

636.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, trees

[CDuongg's solution](#)

637.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[CDuongg's solution](#)

638.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[CDuongg's solution](#)

639.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, hashing

[CDuongg's solution](#)

640.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[CDuongg's solution](#)

641.

1395E

[Boboniu Walks on Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, hashing

[CDuongg's solution](#)

642.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[CDuongg's solution](#)

643.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[CDuongg's solution](#)

644.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-04-19 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[CDuongg's solution](#)

645.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[CDuongg's solution](#)

646.

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

[CDuongg's solution](#)

647.

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

[CDuongg's solution](#)

648.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2023-01-23 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[CDuongg's solution](#)

649.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[CDuongg's solution](#)

650.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[CDuongg's solution](#)

651.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[CDuongg's solution](#)

652.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[CDuongg's solution](#)

653.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[CDuongg's solution](#)

654.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[CDuongg's solution](#)

655.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[CDuongg's solution](#)

656.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[CDuongg's solution](#)

657.

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

[CDuongg's solution](#)

658.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[CDuongg's solution](#)

659.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[CDuongg's solution](#)

660.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[CDuongg's solution](#)

661.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[CDuongg's solution](#)

662.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[CDuongg's solution](#)

663.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[CDuongg's solution](#)

664.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[CDuongg's solution](#)

665.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[CDuongg's solution](#)

666.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[CDuongg's solution](#)

667.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[CDuongg's solution](#)

668.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

669.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

670.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[CDuongg's solution](#)

671.

1930E

[2..3..4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[CDuongg's solution](#)

672.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[CDuongg's solution](#)

673.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[CDuongg's solution](#)

674.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[CDuongg's solution](#)

675.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CDuongg's solution](#)

676.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, ternary search

[CDuongg's solution](#)

677.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[CDuongg's solution](#)

678.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[CDuongg's solution](#)

679.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CDuongg's solution](#)

680.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2023-07-12 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[CDuongg's solution](#)

681.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[CDuongg's solution](#)

682.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[CDuongg's solution](#)

683.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2023-04-19 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[CDuongg's solution](#)

684.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-07-23 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[CDuongg's solution](#)

685.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[CDuongg's solution](#)

686.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[CDuongg's solution](#)

687.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[CDuongg's solution](#)

688.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[CDuongg's solution](#)

689.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[CDuongg's solution](#)

690.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[CDuongg's solution](#)

691.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-09-18 · last AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[CDuongg's solution](#)

692.

1779E

[Any's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[CDuongg's solution](#)

693.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[CDuongg's solution](#)

694.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities

[CDuongg's solution](#)

695.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, probabilities

[CDuongg's solution](#)

696.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2022-06-28 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[CDuongg's solution](#)

697.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[CDuongg's solution](#)

698.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[CDuongg's solution](#)

699.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[CDuongg's solution](#)

700.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[CDuongg's solution](#)

701.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-04-14 · last AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[CDuongg's solution](#)

702.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft

[CDuongg's solution](#)

703.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[CDuongg's solution](#)

704.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing

[CDuongg's solution](#)

705.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[CDuongg's solution](#)

706.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[CDuongg's solution](#)

707.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[CDuongg's solution](#)

708.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CDuongg's solution](#)

709.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[CDuongg's solution](#)

710.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[CDuongg's solution](#)

711.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-09-28 · last AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[CDuongg's solution](#)

712.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[CDuongg's solution](#)

713.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[CDuongg's solution](#)

714.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[CDuongg's solution](#)

715.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[CDuongg's solution](#)

716.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[CDuongg's solution](#)

717.

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

[CDuongg's solution](#)

718.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[CDuongg's solution](#)

719.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[CDuongg's solution](#)

720.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[CDuongg's solution](#)

721.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[CDuongg's solution](#)

722.

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[CDuongg's solution](#)

723.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[CDuongg's solution](#)

724.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, sortings

[CDuongg's solution](#)

725.

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

[CDuongg's solution](#)

726.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[CDuongg's solution](#)

727.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[CDuongg's solution](#)

728.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[CDuongg's solution](#)

729.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[CDuongg's solution](#)

730.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[CDuongg's solution](#)

731.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[CDuongg's solution](#)

732.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[CDuongg's solution](#)

733.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math
[CDuongg's solution](#)

734.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[CDuongg's solution](#)

735.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[CDuongg's solution](#)

736.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, math, sortings
[CDuongg's solution](#)

737.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, implementation, math
[CDuongg's solution](#)

738.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[CDuongg's solution](#)

739.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[CDuongg's solution](#)

740.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[CDuongg's solution](#)

741.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[CDuongg's solution](#)

742.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[CDuongg's solution](#)

743.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[CDuongg's solution](#)

744.

1824C

[LuoTianyi and XOR-Tree · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-08-18 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[CDuongg's solution](#)

745.

1481E

[Sorting Books · Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[CDuongg's solution](#)

746.

1847F

[The Boss's Identity · Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[CDuongg's solution](#)

747.

1835B

[Lottery · Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[CDuongg's solution](#)

748.

868F

[Yet Another Minimization Problem · Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[CDuongg's solution](#)

749.

1527E

[Partition Game · Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[CDuongg's solution](#)

750.

1725K

[Kingdom of Criticism · Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[CDuongg's solution](#)

751.

348C

[Subset Sums · Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2023-04-16 · last AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[CDuongg's solution](#)

752.

528D

[Fuzzy Search · Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[CDuongg's solution](#)

753.

696D

[Legen... · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, strings

[CDuongg's solution](#)

754.

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

[CDuongg's solution](#)

755.

1796E

[Colored Subgraphs · Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[CDuongg's solution](#)

756.

580E

[Kefa and Watch · Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[CDuongg's solution](#)

757.

986C

[AND Graph · Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[CDuongg's solution](#)

758.

1301E

[Nanosoft · Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[CDuongg's solution](#)

759.

1208F

[Bits And Pieces · Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[CDuongg's solution](#)

760.

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

[CDuongg's solution](#)

761.

258D

[Little Elephant and Broken Sorting · Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-06-07 · last AC: 2025-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[CDuongg's solution](#)

762.

13D

[Triangles · Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[CDuongg's solution](#)

763.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[CDuongg's solution](#)

764.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[CDuongg's solution](#)

765.

1970D2

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

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[CDuongg's solution](#)

766.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[CDuongg's solution](#)

767.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[CDuongg's solution](#)

768.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[CDuongg's solution](#)

769.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[CDuongg's solution](#)

770.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[CDuongg's solution](#)

771.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[CDuongg's solution](#)

772.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[CDuongg's solution](#)

773.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[CDuongg's solution](#)

774.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[CDuongg's solution](#)

775.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
[CDuongg's solution](#)

776.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[CDuongg's solution](#)

777.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees
[CDuongg's solution](#)

778.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[CDuongg's solution](#)

779.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2023-06-29 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
[CDuongg's solution](#)

780.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs
[CDuongg's solution](#)

781.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[CDuongg's solution](#)

782.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: math
[CDuongg's solution](#)

783.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[CDuongg's solution](#)

784.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: fft

[CDuongg's solution](#)

785.

1681E

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

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[CDuongg's solution](#)

786.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[CDuongg's solution](#)

787.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[CDuongg's solution](#)

788.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[CDuongg's solution](#)

789.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-03-13 · last AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings

[CDuongg's solution](#)

790.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, interactive, math, probabilities

[CDuongg's solution](#)

791.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[CDuongg's solution](#)

792.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[CDuongg's solution](#)

793.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings

[CDuongg's solution](#)

794.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[CDuongg's solution](#)

795.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[CDuongg's solution](#)

796.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[CDuongg's solution](#)

797.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[CDuongg's solution](#)

798.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[CDuongg's solution](#)

799.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[CDuongg's solution](#)

800.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[CDuongg's solution](#)

801.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[CDuongg's solution](#)

802.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[CDuongg's solution](#)

803.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CDuongg's solution](#)

804.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[CDuongg's solution](#)

805.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, math

[CDuongg's solution](#)

806.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[CDuongg's solution](#)

807.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[CDuongg's solution](#)

808.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2022-11-23 · last AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[CDuongg's solution](#)

809.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[CDuongg's solution](#)

810.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[CDuongg's solution](#)

811.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[CDuongg's solution](#)

812.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[CDuongg's solution](#)

813.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2023-05-19 · last AC: 2025-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[CDuongg's solution](#)

814.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[CDuongg's solution](#)

815.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[CDuongg's solution](#)

816.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

817.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees

[CDuongg's solution](#)

818.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[CDuongg's solution](#)

819.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math

[CDuongg's solution](#)

820.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[CDuongg's solution](#)

821.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[CDuongg's solution](#)

822.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[CDuongg's solution](#)

823.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[CDuongg's solution](#)

824.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[CDuongg's solution](#)

825.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[CDuongg's solution](#)

826.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[CDuongg's solution](#)

827.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[CDuongg's solution](#)

828.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[CDuongg's solution](#)

829.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[CDuongg's solution](#)

830.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, implementation, math

[CDuongg's solution](#)

831.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[CDuongg's solution](#)

832.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[CDuongg's solution](#)

833.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[CDuongg's solution](#)

834.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[CDuongg's solution](#)

835.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[CDuongg's solution](#)

836.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[CDuongg's solution](#)

837.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[CDuongg's solution](#)

838.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[CDuongg's solution](#)

839.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[CDuongg's solution](#)

840.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, interactive

[CDuongg's solution](#)

841.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, trees

[CDuongg's solution](#)

842.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[CDuongg's solution](#)

843.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[CDuongg's solution](#)

844.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[CDuongg's solution](#)

845.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings, trees

[CDuongg's solution](#)

846.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[CDuongg's solution](#)

847.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[CDuongg's solution](#)

848.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[CDuongg's solution](#)

849.

1970D3

[Arithmancy \(Hard\)](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[CDuongg's solution](#)

850.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CDuongg's solution](#)

851.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[CDuongg's solution](#)

852.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CDuongg's solution](#)

853.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities

[CDuongg's solution](#)

854.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[CDuongg's solution](#)

855.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[CDuongg's solution](#)

856.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, graph matchings, implementation

[CDuongg's solution](#)

857.

105316D

[Switching To Windows](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[CDuongg's solution](#)

858.

105316L

[BBS Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[CDuongg's solution](#)

859.

105316I

[Nested Circles](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[CDuongg's solution](#)

860.

105316H

[One Punch MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[CDuongg's solution](#)

861.

105316G

[Intersection Not Allowed](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[CDuongg's solution](#)

862.

105316F

[Legend Whispers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[CDuongg's solution](#)

863.

105316E

[Zero Hour](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[CDuongg's solution](#)

864.

105316C

[Hungry Horse](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[CDuongg's solution](#)

865.

105316J

[Epic Fight](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[CDuongg's solution](#)

866.

105316B

[Omar's Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[CDuongg's solution](#)

867.

105316A

[Rajae in the Kitchen](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[CDuongg's solution](#)

868.

105316K

[Marks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[CDuongg's solution](#)

869.

105316M

[ACPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[CDuongg's solution](#)

870.

2142B

[Dislike of Threes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, implementation
[CDuongg's solution](#)

871.

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, implementation
[CDuongg's solution](#)

872.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[CDuongg's solution](#)

873.

105387E

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

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[CDuongg's solution](#)

874.

105387D

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[CDuongg's solution](#)

875.

105387K

[Stroller](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[CDuongg's solution](#)

876.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[CDuongg's solution](#)

877.

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[CDuongg's solution](#)

878.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[CDuongg's solution](#)

879.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[CDuongg's solution](#)

880.

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[CDuongg's solution](#)

881.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[CDuongg's solution](#)

882.

1959C

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

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[CDuongg's solution](#)

883.

1959B

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, implementation, strings

[CDuongg's solution](#)

884.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[CDuongg's solution](#)

885.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[CDuongg's solution](#)

886.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, strings

[CDuongg's solution](#)

887.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math

[CDuongg's solution](#)

888.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[CDuongg's solution](#)

889.

102129A

[Tritwise Mex](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[CDuongg's solution](#)

890.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

891.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

892.

104785H

[History in Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

893.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

894.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

895.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

896.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

897.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

898.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

899.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

900.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

901.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

902.

104435C

[Dethrone Antares Now](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

903.

104435H

[Not Just an NP-Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

904.

104435M

[TheBuzz](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

905.

104435G

[Irreversible Events](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

906.

104435B

[Cult of Wah!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

907.

104435J

[Sensor Logs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

908.

104435K

[Star Seeker's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

909.

100168E

[A B D A C : D \\$ @ C , , A C](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[CDuongg's solution](#)

910.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

911.

103446J

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

Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

912.

103214D

[Bicoloracion](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[CDuongg's solution](#)

913.

102436C

[Painting Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[CDuongg's solution](#)

914.

102461A

[Expression Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[CDuongg's solution](#)

915.

102436B

[Trie Minimization](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[CDuongg's solution](#)

916.

102436A

[Cool Water](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[CDuongg's solution](#)

917.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

918.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[CDuongg's solution](#)

919.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[CDuongg's solution](#)

920.

100571B

[Troynacci Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[CDuongg's solution](#)

921.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[CDuongg's solution](#)

922.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[CDuongg's solution](#)

923.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[CDuongg's solution](#)

924.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[CDuongg's solution](#)

925.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[CDuongg's solution](#)

926.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[CDuongg's solution](#)