

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

<https://cfelitetracker.vercel.app>

Unique solved — CareCare

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

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

Filters: none

Count: 592

- 1.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,841 global accepts · Rating: 800 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[CareCare's solution](#)
- 2.**
2218C
[The 67th Permutation Problem](#) · [Tutorial](#)
Quality: 26,497 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[CareCare's solution](#)
- 3.**
2218B
[The 67th 6-7 Integer Problem](#) · [Tutorial](#)
Quality: 33,745 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[CareCare's solution](#)
- 4.**
2218A
[The 67th Integer Problem](#) · [Tutorial](#)
Quality: 34,990 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, math
[CareCare's solution](#)
- 5.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,282 global accepts · Rating: 800 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[CareCare's solution](#)
- 6.**
2200B
[Deletion Sort](#) · [Tutorial](#)
Quality: 25,498 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[CareCare's solution](#)
- 7.**
2200A
[Eating Game](#) · [Tutorial](#)
Quality: 28,160 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[CareCare's solution](#)
- 8.**
2195A
[Sieve of Erato67henes](#) · [Tutorial](#)
Quality: 35,473 global accepts · Rating: 800 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[CareCare's solution](#)
- 9.**
2014B
[Robin Hood and the Major Oak](#) · [Tutorial](#)
Quality: 33,195 global accepts · Rating: 800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: math
[CareCare's solution](#)

10.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[CareCare's solution](#)

11.

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[CareCare's solution](#)

12.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[CareCare's solution](#)

13.

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[CareCare's solution](#)

14.

2020A

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

Quality: 25,944 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[CareCare's solution](#)

15.

2065A

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

Quality: 55,644 global accepts · Rating: 800 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[CareCare's solution](#)

16.

2067A

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

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[CareCare's solution](#)

17.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[CareCare's solution](#)

18.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[CareCare's solution](#)

19.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,238 global accepts · Rating: 800 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[CareCare's solution](#)

20.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,853 global accepts · Rating: 800 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[CareCare's solution](#)

21.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[CareCare's solution](#)

22.

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[CareCare's solution](#)

23.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[CareCare's solution](#)

24.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[CareCare's solution](#)

25.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[CareCare's solution](#)

26.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[CareCare's solution](#)

27.

2033A

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

Quality: 41,165 global accepts · Rating: 800 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[CareCare's solution](#)

28.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[CareCare's solution](#)

29.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[CareCare's solution](#)

- 30.**
2050A
[Line Breaks](#) · [Tutorial](#)
Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[CareCare's solution](#)
- 31.**
2047A
[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)
Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[CareCare's solution](#)
- 32.**
2042A
[Greedy Monocarp](#) · [Tutorial](#)
Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[CareCare's solution](#)
- 33.**
2036B
[Startup](#) · [Tutorial](#)
Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[CareCare's solution](#)
- 34.**
2036A
[Quintomania](#) · [Tutorial](#)
Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[CareCare's solution](#)
- 35.**
2034A
[King Keykhosrow's Mystery](#) · [Tutorial](#)
Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[CareCare's solution](#)
- 36.**
2031A
[Penchick and Modern Monument](#) · [Tutorial](#)
Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[CareCare's solution](#)
- 37.**
2037B
[Intercepted Inputs](#) · [Tutorial](#)
Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[CareCare's solution](#)
- 38.**
2037A
[Twice](#) · [Tutorial](#)
Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[CareCare's solution](#)
- 39.**
1997A
[Strong Password](#) · [Tutorial](#)
Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[CareCare's solution](#)
- 40.**
1994A
[Diverse Game](#) · [Tutorial](#)
Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[CareCare's solution](#)

41.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CareCare's solution](#)

42.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CareCare's solution](#)

43.

1878A

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

Quality: 78,713 global accepts · Rating: 800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CareCare's solution](#)

44.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,361 global accepts · Rating: 800 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[CareCare's solution](#)

45.

1881A

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

Quality: 59,381 global accepts · Rating: 800 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[CareCare's solution](#)

46.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[CareCare's solution](#)

47.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[CareCare's solution](#)

48.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[CareCare's solution](#)

49.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[CareCare's solution](#)

50.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CareCare's solution](#)

51.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[CareCare's solution](#)

52.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[CareCare's solution](#)

53.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[CareCare's solution](#)

54.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[CareCare's solution](#)

55.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[CareCare's solution](#)

56.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[CareCare's solution](#)

57.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[CareCare's solution](#)

58.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[CareCare's solution](#)

59.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[CareCare's solution](#)

60.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[CareCare's solution](#)

61.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[CareCare's solution](#)

62.

1974B

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

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[CareCare's solution](#)

63.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,928 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CareCare's solution](#)

64.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[CareCare's solution](#)

65.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[CareCare's solution](#)

66.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[CareCare's solution](#)

67.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[CareCare's solution](#)

68.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[CareCare's solution](#)

69.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CareCare's solution](#)

70.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[CareCare's solution](#)

71.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[CareCare's solution](#)

72.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[CareCare's solution](#)

73.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[CareCare's solution](#)

74.

1946A

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

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[CareCare's solution](#)

75.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CareCare's solution](#)

76.

1944A

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

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[CareCare's solution](#)

77.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[CareCare's solution](#)

78.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[CareCare's solution](#)

79.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[CareCare's solution](#)

80.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CareCare's solution](#)

81.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[CareCare's solution](#)

82.

1933B

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

Quality: 36,276 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[CareCare's solution](#)

83.

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[CareCare's solution](#)

84.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[CareCare's solution](#)

85.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[CareCare's solution](#)

86.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[CareCare's solution](#)

87.

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[CareCare's solution](#)

88.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[CareCare's solution](#)

89.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[CareCare's solution](#)

90.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[CareCare's solution](#)

91.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[CareCare's solution](#)

92.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[CareCare's solution](#)

93.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[CareCare's solution](#)

94.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[CareCare's solution](#)

95.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[CareCare's solution](#)

96.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[CareCare's solution](#)

97.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[CareCare's solution](#)

98.

1899A

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

Quality: 92,822 global accepts · Rating: 800 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory
[CareCare's solution](#)

99.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[CareCare's solution](#)

100.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[CareCare's solution](#)

101.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[CareCare's solution](#)

102.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[CareCare's solution](#)

103.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,930 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[CareCare's solution](#)

104.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[CareCare's solution](#)

105.

1914A

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

Quality: 35,158 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[CareCare's solution](#)

106.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[CareCare's solution](#)

107.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[CareCare's solution](#)

108.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[CareCare's solution](#)

109.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[CareCare's solution](#)

110.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,706 global accepts · Rating: 800 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[CareCare's solution](#)

111.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,153 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[CareCare's solution](#)

112.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[CareCare's solution](#)

113.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CareCare's solution](#)

114.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[CareCare's solution](#)

115.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,572 global accepts · Rating: 900 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[CareCare's solution](#)

116.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,744 global accepts · Rating: 900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[CareCare's solution](#)

117.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 900 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[CareCare's solution](#)

118.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[CareCare's solution](#)

119.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[CareCare's solution](#)

120.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[CareCare's solution](#)

121.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, strings

[CareCare's solution](#)

122.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[CareCare's solution](#)

123.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[CareCare's solution](#)

124.

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[CareCare's solution](#)

125.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[CareCare's solution](#)

126.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[CareCare's solution](#)

127.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: games
[CareCare's solution](#)

128.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[CareCare's solution](#)

129.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[CareCare's solution](#)

130.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[CareCare's solution](#)

131.

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[CareCare's solution](#)

132.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[CareCare's solution](#)

133.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[CareCare's solution](#)

134.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[CareCare's solution](#)

135.

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[CareCare's solution](#)

136.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[CareCare's solution](#)

137.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[CareCare's solution](#)

138.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

[CareCare's solution](#)

139.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[CareCare's solution](#)

140.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[CareCare's solution](#)

141.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[CareCare's solution](#)

142.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CareCare's solution](#)

143.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[CareCare's solution](#)

144.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[CareCare's solution](#)

145.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[CareCare's solution](#)

146.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[CareCare's solution](#)

147.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[CareCare's solution](#)

148.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CareCare's solution](#)

149.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[CareCare's solution](#)

150.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[CareCare's solution](#)

151.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[CareCare's solution](#)

152.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[CareCare's solution](#)

153.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[CareCare's solution](#)

154.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,281 global accepts · Rating: 1000 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: strings

[CareCare's solution](#)

155.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[CareCare's solution](#)

156.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[CareCare's solution](#)

157.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[CareCare's solution](#)

158.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[CareCare's solution](#)

159.

2195C

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

Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[CareCare's solution](#)

160.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,461 global accepts · Rating: 1100 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[CareCare's solution](#)

161.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[CareCare's solution](#)

162.

1015C

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

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[CareCare's solution](#)

163.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[CareCare's solution](#)

164.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[CareCare's solution](#)

165.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[CareCare's solution](#)

166.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[CareCare's solution](#)

167.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[CareCare's solution](#)

168.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[CareCare's solution](#)

169.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[CareCare's solution](#)

170.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[CareCare's solution](#)

171.

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[CareCare's solution](#)

172.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[CareCare's solution](#)

173.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[CareCare's solution](#)

174.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[CareCare's solution](#)

175.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[CareCare's solution](#)

176.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[CareCare's solution](#)

177.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[CareCare's solution](#)

178.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[CareCare's solution](#)

179.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[CareCare's solution](#)

180.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[CareCare's solution](#)

181.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[CareCare's solution](#)

182.

1899B

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

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[CareCare's solution](#)

183.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[CareCare's solution](#)

184.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,545 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[CareCare's solution](#)

185.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[CareCare's solution](#)

186.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[CareCare's solution](#)

187.

1902B

[Getting Points](#) · [Tutorial](#)

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

[CareCare's solution](#)

188.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CareCare's solution](#)

189.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,125 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force
[CareCare's solution](#)

190.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[CareCare's solution](#)

191.

401B

[Sereja and Contests](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[CareCare's solution](#)

192.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,826 global accepts · Rating: 1200 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[CareCare's solution](#)

193.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices
[CareCare's solution](#)

194.

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[CareCare's solution](#)

195.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[CareCare's solution](#)

196.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[CareCare's solution](#)

197.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[CareCare's solution](#)

198.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[CareCare's solution](#)

199.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[CareCare's solution](#)

200.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[CareCare's solution](#)

201.

2050C

[Uninteresting Number](#) · [Tutorial](#)

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[CareCare's solution](#)

202.

2047C

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

Rating: 1200 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[CareCare's solution](#)

203.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[CareCare's solution](#)

204.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[CareCare's solution](#)

205.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[CareCare's solution](#)

206.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[CareCare's solution](#)

207.

1945C

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

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[CareCare's solution](#)

208.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[CareCare's solution](#)

209.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-07 · last AC: 2024-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[CareCare's solution](#)

210.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[CareCare's solution](#)

211.

1933D

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

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[CareCare's solution](#)

212.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[CareCare's solution](#)

213.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[CareCare's solution](#)

214.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[CareCare's solution](#)

215.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[CareCare's solution](#)

216.

1909B

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

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[CareCare's solution](#)

217.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[CareCare's solution](#)

218.

1907C

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

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[CareCare's solution](#)

219.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[CareCare's solution](#)

220.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[CareCare's solution](#)

221.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2026-03-27 · last AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[CareCare's solution](#)

222.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1300 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[CareCare's solution](#)

223.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[CareCare's solution](#)

224.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CareCare's solution](#)

225.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[CareCare's solution](#)

226.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[CareCare's solution](#)

227.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math

[CareCare's solution](#)

228.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[CareCare's solution](#)

229.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[CareCare's solution](#)

230.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices
[CareCare's solution](#)

231.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[CareCare's solution](#)

232.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
[CareCare's solution](#)

233.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[CareCare's solution](#)

234.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[CareCare's solution](#)

235.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[CareCare's solution](#)

236.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[CareCare's solution](#)

237.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[CareCare's solution](#)

238.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[CareCare's solution](#)

239.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[CareCare's solution](#)

240.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[CareCare's solution](#)

241.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[CareCare's solution](#)

242.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[CareCare's solution](#)

243.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,643 global accepts · Rating: 1300 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[CareCare's solution](#)

244.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[CareCare's solution](#)

245.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2024-01-02 · last AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[CareCare's solution](#)

246.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,281 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[CareCare's solution](#)

247.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[CareCare's solution](#)

248.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-01-09 · last AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[CareCare's solution](#)

249.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[CareCare's solution](#)

250.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[CareCare's solution](#)

251.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[CareCare's solution](#)

252.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[CareCare's solution](#)

253.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[CareCare's solution](#)

254.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[CareCare's solution](#)

255.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[CareCare's solution](#)

256.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[CareCare's solution](#)

257.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,019 global accepts · Rating: 1400 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[CareCare's solution](#)

258.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CareCare's solution](#)

259.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[CareCare's solution](#)

260.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[CareCare's solution](#)

261.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[CareCare's solution](#)

262.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CareCare's solution](#)

263.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[CareCare's solution](#)

264.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[CareCare's solution](#)

265.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[CareCare's solution](#)

266.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[CareCare's solution](#)

267.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[CareCare's solution](#)

268.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[CareCare's solution](#)

269.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[CareCare's solution](#)

270.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[CareCare's solution](#)

271.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[CareCare's solution](#)

272.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[CareCare's solution](#)

273.

1972D1

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

Rating: 1400 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[CareCare's solution](#)

274.

1972C

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

Rating: 1400 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[CareCare's solution](#)

275.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[CareCare's solution](#)

276.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[CareCare's solution](#)

277.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[CareCare's solution](#)

278.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CareCare's solution](#)

279.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[CareCare's solution](#)

280.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[CareCare's solution](#)

281.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[CareCare's solution](#)

282.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[CareCare's solution](#)

283.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[CareCare's solution](#)

284.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[CareCare's solution](#)

285.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[CareCare's solution](#)

286.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[CareCare's solution](#)

287.

1914E2

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

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[CareCare's solution](#)

288.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[CareCare's solution](#)

289.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[CareCare's solution](#)

290.

1907D

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

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms

[CareCare's solution](#)

291.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[CareCare's solution](#)

292.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[CareCare's solution](#)

293.

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CareCare's solution](#)

294.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[CareCare's solution](#)

295.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[CareCare's solution](#)

296.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[CareCare's solution](#)

297.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[CareCare's solution](#)

298.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[CareCare's solution](#)

299.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory

[CareCare's solution](#)

300.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1500 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings, two pointers

[CareCare's solution](#)

301.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[CareCare's solution](#)

302.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,697 global accepts · Rating: 1500 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[CareCare's solution](#)

303.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[CareCare's solution](#)

304.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[CareCare's solution](#)

305.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CareCare's solution](#)

306.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[CareCare's solution](#)

307.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[CareCare's solution](#)

308.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[CareCare's solution](#)

309.

1933E

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

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search

[CareCare's solution](#)

310.

1925C

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

Rating: 1500 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[CareCare's solution](#)

311.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 1500 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[CareCare's solution](#)

312.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[CareCare's solution](#)

313.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,899 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[CareCare's solution](#)

314.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[CareCare's solution](#)

315.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[CareCare's solution](#)

316.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[CareCare's solution](#)

317.

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[CareCare's solution](#)

318.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[CareCare's solution](#)

319.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
[CareCare's solution](#)

320.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[CareCare's solution](#)

321.

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[CareCare's solution](#)

322.

2065E

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

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[CareCare's solution](#)

323.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[CareCare's solution](#)

324.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[CareCare's solution](#)

325.

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[CareCare's solution](#)

326.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[CareCare's solution](#)

327.

2047D

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

Rating: 1600 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[CareCare's solution](#)

328.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[CareCare's solution](#)

329.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

[CareCare's solution](#)

330.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[CareCare's solution](#)

331.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[CareCare's solution](#)

332.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[CareCare's solution](#)

333.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CareCare's solution](#)

334.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[CareCare's solution](#)

335.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[CareCare's solution](#)

336.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[CareCare's solution](#)

337.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[CareCare's solution](#)

338.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[CareCare's solution](#)

339.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math

[CareCare's solution](#)

340.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[CareCare's solution](#)

341.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[CareCare's solution](#)

342.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number

theory

[CareCare's solution](#)

343.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[CareCare's solution](#)

344.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[CareCare's solution](#)

345.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,380 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[CareCare's solution](#)

346.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[CareCare's solution](#)

347.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[CareCare's solution](#)

348.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[CareCare's solution](#)

349.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[CareCare's solution](#)

350.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2026-01-31 · last AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[CareCare's solution](#)

351.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[CareCare's solution](#)

352.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

divide and conquer, math, number theory

[CareCare's solution](#)

353.

2031D

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

Quality: 9,679 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[CareCare's solution](#)

354.

276D

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

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[CareCare's solution](#)

355.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[CareCare's solution](#)

356.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[CareCare's solution](#)

357.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[CareCare's solution](#)

358.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[CareCare's solution](#)

359.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[CareCare's solution](#)

360.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[CareCare's solution](#)

361.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[CareCare's solution](#)

362.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[CareCare's solution](#)

363.

1937C

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

Rating: 1700 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[CareCare's solution](#)

364.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[CareCare's solution](#)

365.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[CareCare's solution](#)

366.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[CareCare's solution](#)

367.

1903D1

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

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[CareCare's solution](#)

368.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[CareCare's solution](#)

369.

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-27 · last AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[CareCare's solution](#)

370.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[CareCare's solution](#)

371.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[CareCare's solution](#)

372.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[CareCare's solution](#)

373.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[CareCare's solution](#)

374.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,105 global accepts · Rating: 1700 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[CareCare's solution](#)

375.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2026-05-05 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[CareCare's solution](#)

376.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[CareCare's solution](#)

377.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[CareCare's solution](#)

378.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[CareCare's solution](#)

379.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2026-03-13 · last AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[CareCare's solution](#)

380.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[CareCare's solution](#)

381.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[CareCare's solution](#)

382.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[CareCare's solution](#)

383.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[CareCare's solution](#)

384.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[CareCare's solution](#)

385.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[CareCare's solution](#)

386.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[CareCare's solution](#)

387.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CareCare's solution](#)

388.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[CareCare's solution](#)

389.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[CareCare's solution](#)

390.

1966D

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

Rating: 1800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[CareCare's solution](#)

391.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[CareCare's solution](#)

392.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[CareCare's solution](#)

393.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[CareCare's solution](#)

394.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[CareCare's solution](#)

395.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[CareCare's solution](#)

396.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[CareCare's solution](#)

397.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[CareCare's solution](#)

398.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[CareCare's solution](#)

399.

1904D2

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

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-23 · last AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[CareCare's solution](#)

400.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[CareCare's solution](#)

401.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[CareCare's solution](#)

402.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers

[CareCare's solution](#)

403.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2023-11-18 · last AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[CareCare's solution](#)

404.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[CareCare's solution](#)

405.

177E2

[Space Voyage](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1900 · first AC: 2026-04-27 · last AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[CareCare's solution](#)

406.

648D

[B->C, 8 CÄ8D :C€](#)

Quality: 352 global accepts · Rating: 1900 · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[CareCare's solution](#)

407.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[CareCare's solution](#)

408.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[CareCare's solution](#)

409.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[CareCare's solution](#)

410.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[CareCare's solution](#)

411.

67D

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

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[CareCare's solution](#)

412.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[CareCare's solution](#)

413.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2026-01-31 · last AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[CareCare's solution](#)

414.

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[CareCare's solution](#)

415.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[CareCare's solution](#)

416.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · last AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[CareCare's solution](#)

417.

1921F

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

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-22 · last AC: 2025-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[CareCare's solution](#)

418.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-21 · last AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[CareCare's solution](#)

419.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[CareCare's solution](#)

420.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[CareCare's solution](#)

421.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[CareCare's solution](#)

422.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[CareCare's solution](#)

423.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[CareCare's solution](#)

424.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[CareCare's solution](#)

425.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[CareCare's solution](#)

426.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[CareCare's solution](#)

427.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[CareCare's solution](#)

428.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[CareCare's solution](#)

429.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[CareCare's solution](#)

430.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[CareCare's solution](#)

431.

1928D

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

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[CareCare's solution](#)

432.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[CareCare's solution](#)

433.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs,

implementation, shortest paths

[CareCare's solution](#)

434.

1888D2

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

Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[CareCare's solution](#)

435.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[CareCare's solution](#)

436.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[CareCare's solution](#)

437.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[CareCare's solution](#)

438.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[CareCare's solution](#)

439.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[CareCare's solution](#)

440.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[CareCare's solution](#)

441.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[CareCare's solution](#)

442.

1902D

[Robot Queries](#) · [Tutorial](#)

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

[CareCare's solution](#)

443.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[CareCare's solution](#)

444.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[CareCare's solution](#)

445.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[CareCare's solution](#)

446.

250E

[Mad Joe](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2000 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[CareCare's solution](#)

447.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[CareCare's solution](#)

448.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[CareCare's solution](#)

449.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2025-02-16 · last AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[CareCare's solution](#)

450.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, sortings

[CareCare's solution](#)

451.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[CareCare's solution](#)

452.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-12-03 · last AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[CareCare's solution](#)

453.

386C

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

Quality: 951 global accepts · Rating: 2000 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[CareCare's solution](#)

454.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[CareCare's solution](#)

455.

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[CareCare's solution](#)

456.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[CareCare's solution](#)

457.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[CareCare's solution](#)

458.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CareCare's solution](#)

459.

1944D

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

Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[CareCare's solution](#)

460.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[CareCare's solution](#)

461.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[CareCare's solution](#)

462.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[CareCare's solution](#)

463.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[CareCare's solution](#)

464.

1890E1

[Doremy's Drying Plan \(Easy Version\) · Tutorial](#)

Rating: 2000 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[CareCare's solution](#)

465.

1894E

[Freedom of Choice · Tutorial](#)

Rating: 2000 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[CareCare's solution](#)

466.

1905D

[Cyclic MEX · Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[CareCare's solution](#)

467.

1900D

[Small GCD · Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[CareCare's solution](#)

468.

710E

[Generate a String · Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp

[CareCare's solution](#)

469.

609D

[Gadgets for dollars and pounds · Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[CareCare's solution](#)

470.

598E

[Chocolate Bar · Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[CareCare's solution](#)

471.

2192E

[Swap to Rearrange · Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[CareCare's solution](#)

472.

1108E2

[Array and Segments \(Hard version\) · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[CareCare's solution](#)

473.

1538G

[Gift Set · Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[CareCare's solution](#)

474.

2210C2

[A Simple GCD Problem \(Hard Version\) · Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[CareCare's solution](#)

475.

2210D

[A Simple RBS Problem · Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings, trees

[CareCare's solution](#)

476.

1355E

[Restorer Distance · Tutorial](#)

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2026-02-18 · last AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[CareCare's solution](#)

477.

1938J

[There and Back Again · Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2026-03-05 · last AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[CareCare's solution](#)

478.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[CareCare's solution](#)

479.

1117D

[Magic Gems · Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2026-02-19 · last AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[CareCare's solution](#)

480.

2051G

[Snakes · Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs

[CareCare's solution](#)

481.

1924B

[Space Harbour · Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2026-02-05 · last AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[CareCare's solution](#)

482.

2031E

[Penchick and Chloe's Trees · Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[CareCare's solution](#)

483.

2037F

[Ardent Flames · Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[CareCare's solution](#)

484.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[CareCare's solution](#)

485.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[CareCare's solution](#)

486.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[CareCare's solution](#)

487.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[CareCare's solution](#)

488.

1933F

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

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[CareCare's solution](#)

489.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[CareCare's solution](#)

490.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[CareCare's solution](#)

491.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[CareCare's solution](#)

492.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[CareCare's solution](#)

493.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[CareCare's solution](#)

494.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[CareCare's solution](#)

495.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[CareCare's solution](#)

496.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2026-03-13 · last AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[CareCare's solution](#)

497.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[CareCare's solution](#)

498.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[CareCare's solution](#)

499.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[CareCare's solution](#)

500.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[CareCare's solution](#)

501.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[CareCare's solution](#)

502.

1972D2

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

Rating: 2200 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[CareCare's solution](#)

503.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu,

greedy, implementation, math, number theory

[CareCare's solution](#)

504.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[CareCare's solution](#)

505.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[CareCare's solution](#)

506.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-03 · last AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[CareCare's solution](#)

507.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[CareCare's solution](#)

508.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[CareCare's solution](#)

509.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[CareCare's solution](#)

510.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[CareCare's solution](#)

511.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[CareCare's solution](#)

512.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[CareCare's solution](#)

513.

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[CareCare's solution](#)

514.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[CareCare's solution](#)

515.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[CareCare's solution](#)

516.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-16 · last AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[CareCare's solution](#)

517.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2026-02-09 · last AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[CareCare's solution](#)

518.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[CareCare's solution](#)

519.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[CareCare's solution](#)

520.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[CareCare's solution](#)

521.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[CareCare's solution](#)

522.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[CareCare's solution](#)

523.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
[CareCare's solution](#)

524.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[CareCare's solution](#)

525.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2026-04-24 · last AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer
[CareCare's solution](#)

526.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2024-02-13 · last AC: 2026-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[CareCare's solution](#)

527.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2026-04-03 · last AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[CareCare's solution](#)

528.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2026-02-04 · last AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[CareCare's solution](#)

529.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[CareCare's solution](#)

530.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math
[CareCare's solution](#)

531.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive
[CareCare's solution](#)

532.

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings
[CareCare's solution](#)

533.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[CareCare's solution](#)

534.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2026-04-24 · last AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[CareCare's solution](#)

535.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[CareCare's solution](#)

536.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[CareCare's solution](#)

537.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[CareCare's solution](#)

538.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[CareCare's solution](#)

539.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[CareCare's solution](#)

540.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[CareCare's solution](#)

541.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[CareCare's solution](#)

542.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[CareCare's solution](#)

543.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[CareCare's solution](#)

544.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[CareCare's solution](#)

545.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[CareCare's solution](#)

546.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, trees

[CareCare's solution](#)

547.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[CareCare's solution](#)

548.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2026-02-20 · last AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[CareCare's solution](#)

549.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2026-04-21 · last AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[CareCare's solution](#)

550.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, shortest paths

[CareCare's solution](#)

551.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[CareCare's solution](#)

552.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[CareCare's solution](#)

553.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures,

implementation

[CareCare's solution](#)

554.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[CareCare's solution](#)

555.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[CareCare's solution](#)

556.

1972F

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation

[CareCare's solution](#)

557.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[CareCare's solution](#)

558.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2026-04-05 · last AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[CareCare's solution](#)

559.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[CareCare's solution](#)

560.

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-04-28 · last AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[CareCare's solution](#)

561.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2026-04-13 · last AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[CareCare's solution](#)

562.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, sortings

[CareCare's solution](#)

563.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[CareCare's solution](#)

564.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2026-04-29 · last AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[CareCare's solution](#)

565.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[CareCare's solution](#)

566.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: — · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[CareCare's solution](#)

567.

2223D

[Zhily and Cycle](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: — · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[CareCare's solution](#)

568.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[CareCare's solution](#)

569.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, trees

[CareCare's solution](#)

570.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,240 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CareCare's solution](#)

571.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,105 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[CareCare's solution](#)

572.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,228 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[CareCare's solution](#)

573.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[CareCare's solution](#)

574.

2226E

[Mental Monumental \(Hard Version\) · Tutorial](#)

Quality: 738 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[CareCare's solution](#)

575.

2225F

[String Cutting · Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-23 · last AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[CareCare's solution](#)

576.

2225E

[Covering Points with Circles · Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[CareCare's solution](#)

577.

2225A

[A Number Between Two Others · Tutorial](#)

Quality: 17,730 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CareCare's solution](#)

578.

2225B

[Alternating String · Tutorial](#)

Quality: 14,183 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[CareCare's solution](#)

579.

2225C

[Red-Black Pairs · Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[CareCare's solution](#)

580.

2225D

[Exceptional Segments · Tutorial](#)

Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[CareCare's solution](#)

581.

106191D

[String Automaton · Tutorial](#)

Rating: — · first AC: 2026-04-06 · last AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[CareCare's solution](#)

582.

104901B

[Graph Partitioning 2 · Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CareCare's solution](#)

583.

100543L

[Outer space invaders · Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CareCare's solution](#)

584.

104560A

[Costly Binary Search · Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CareCare's solution](#)

585.

105336D

[• xVb%āx Vh](#)

Rating: — · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[CareCare's solution](#)

586.

105158A

[Once In My Life · Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[CareCare's solution](#)

587.

105158K

[h N tutorial](#)

Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[CareCare's solution](#)

588.

105158L

[Toxel N PCPC-III Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[CareCare's solution](#)

589.

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