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2071A
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Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
CirnoNine's solution

110.
2070A
FizzBuzz Remixed · Tutorial
Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
CirnoNine's solution

111.
2072A
New World, New Me, New Array · Tutorial
Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
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112.
2069A
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Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
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113.
2064A
Brogramming Contest · Tutorial
Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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114.
2067A
Adjacent Digit Sums · Tutorial
Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

CirnoNine's solution

115.
2065B
Skibidus and Ohio · Tutorial
Quality: 42,083 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
CirnoNine's solution

116.
2065A
Skibidus and Amog'u · Tutorial
Quality: 55,643 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
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117.
2059A
Milya and Two Arrays · Tutorial
Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
CirnoNine's solution

118.
2062A
String · Tutorial
Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
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119.
2061A
Kevin and Arithmetic · Tutorial
Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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120.
2063A
Minimal Coprime · Tutorial
Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
CirnoNine's solution

121.
2060A
Fibonacciness · Tutorial
Quality: 41,102 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
CirnoNine's solution

122.
2056A
Shape Perimeter · Tutorial
Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
CirnoNine's solution

123.
1734B
Bright, Nice, Brilliant · Tutorial
Quality: 16,404 global accepts · Rating: 800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
CirnoNine's solution

124.
1734A
Select Three Sticks · Tutorial
Quality: 22,407 global accepts · Rating: 800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings
CirnoNine's solution

125.
1717A
Madoka and Strange Thoughts · Tutorial
Quality: 20,957 global accepts · Rating: 800 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
CirnoNine's solution

126.
2055A
Two Frogs · Tutorial
Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math
CirnoNine's solution

127.
2002A
Distanced Coloring · Tutorial
Quality: 21,314 global accepts · Rating: 800 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
CirnoNine's solution

128.
2057A
MEX Table · Tutorial
Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
CirnoNine's solution

129.
2053A
Tender Carpenter · Tutorial
Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
CirnoNine's solution

130.
2043A
Coin Transformation · Tutorial
Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
CirnoNine's solution

131.
2049A
MEX Destruction · Tutorial
Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
CirnoNine's solution

132.
2048A
Kevin and Combination Lock · Tutorial
Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
CirnoNine's solution

133.
2044C
Hard Problem · Tutorial
Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
CirnoNine's solution

134.
2044B
Normal Problem · Tutorial
Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
CirnoNine's solution

135.
2044A
Easy Problem · Tutorial

Quality: 61,230 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
CirnoNine's solution

136.
1809A
Garland · Tutorial
Quality: 25,175 global accepts · Rating: 800 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
CirnoNine's solution

137.
2040A
Game of Division · Tutorial
Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
CirnoNine's solution

138.
2050A
Line Breaks · Tutorial
Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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139.
2047A
Alyona and a Square Jigsaw Puzzle · Tutorial
Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
CirnoNine's solution

140.
2042A
Greedy Monocarp · Tutorial
Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
CirnoNine's solution

141.
2034A
King Keykhosrow's Mystery · Tutorial
Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
CirnoNine's solution

142.
1821A
Matching · Tutorial
Quality: 21,188 global accepts · Rating: 800 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
CirnoNine's solution

143.
2039A
Shohag Loves Mod · Tutorial
Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
CirnoNine's solution

144.
1991A
Maximize the Last Element · Tutorial
Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
CirnoNine's solution

145.
2037B
Intercepted Inputs · Tutorial
Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
CirnoNine's solution

146.
2037A
Twice · Tutorial
Quality: 35,700 global accepts · Rating: 800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
CirnoNine's solution

147.
2031A
Penchick and Modern Monument · Tutorial
Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
CirnoNine's solution

148.
1995A
Diagonals · Tutorial
Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
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149.
2029A
Set · Tutorial
Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
CirnoNine's solution

150.
1994A
Diverse Game · Tutorial
Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
CirnoNine's solution

151.
2036B
Startup · Tutorial
Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
CirnoNine's solution

152.
2036A
Quintomania · Tutorial
Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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153.
2032A
Circuit · Tutorial
Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
CirnoNine's solution

154.
2035A
Sliding · Tutorial
Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
CirnoNine's solution

155.
1993A
Question Marks · Tutorial
Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
CirnoNine's solution

156.
1984A
Strange Splitting · Tutorial
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
CirnoNine's solution

157.
2027A
Rectangle Arrangement · Tutorial
Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math
CirnoNine's solution

158.
2033A
Sakurako and Kosuke · Tutorial
Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
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159.
2024A
Profitable Interest Rate · Tutorial
Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
CirnoNine's solution

160.
2030B
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Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math
CirnoNine's solution

161.
2030A
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162.
1996B
Scale · Tutorial
Quality: 36,914 global accepts · Rating: 800 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
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163.
1996A
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Quality: 57,388 global accepts · Rating: 800 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search
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164.
1997A
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Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings
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165.
1998A
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166.
2025A
Two Screens · Tutorial
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167.
2022A
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168.
1999C
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1999A
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170.
2001B
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171.
2001A
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172.
2000B
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Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers
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2000A
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174.
2004A
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175.
2021A
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176.
2013A
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177.
2020A
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2019A
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179.
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182.
2009A
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189.
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190.
2209B
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191.
1354A
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192.
2200C
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CirnoNine's solution

193.
2195B
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194.
1593B
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Quality: 40,658 global accepts · Rating: 900 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math
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195.
2185C
Shifted MEX · Tutorial
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196.
2178B
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Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
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197.
2169A
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198.
2149C
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199.
2148C
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Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
CirnoNine's solution

200.
2140B
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Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
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201.
2137B
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Quality: 26,475 global accepts · Rating: 900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
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202.
2132B
The Secret Number · Tutorial
Quality: 33,557 global accepts · Rating: 900 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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203.
2125B
Left and Down · Tutorial
Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
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204.
2114B
Not Quite a Palindromic String · Tutorial
Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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205.
2102A
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206.
2102B
The Picky Cat · Tutorial
Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
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207.
2094C
Brr Brrr Patapim · Tutorial
Quality: 30,493 global accepts · Rating: 900 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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208.
2093B
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CirnoNine's solution

209.
2072B
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Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings
CirnoNine's solution

210.
2062B
Clockwork · Tutorial
Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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211.
2060C
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Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers
CirnoNine's solution

212.
1990A
Submission Bait · Tutorial
Quality: 26,870 global accepts · Rating: 900 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, sortings
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213.
2048B
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Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
CirnoNine's solution

214.
2047B
Replace Character · Tutorial
Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, strings
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215.
2042B
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Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
CirnoNine's solution

216.
2031B
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Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings
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217.
2028A
Alice's Adventures in "Chess" · Tutorial
Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
CirnoNine's solution

218.
2026A
Perpendicular Segments · Tutorial
Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

geometry, greedy, math
CirnoNine's solution

219.
2035B
Everyone Loves Tres · Tutorial
Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
CirnoNine's solution

220.
2033B
Sakurako and Water · Tutorial
Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
CirnoNine's solution

221.
1988B
Make Majority · Tutorial
Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
CirnoNine's solution

222.
1988A
Split the Multiset · Tutorial
Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
CirnoNine's solution

223.
2013B
Battle for Survive · Tutorial
Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
CirnoNine's solution

224.
2005A
Simple Palindrome · Tutorial
Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
CirnoNine's solution

225.
2007B
Index and Maximum Value · Tutorial
Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-30 · Kotlin 1.9 (first AC) · Tags: data structures, greedy
CirnoNine's solution

226.
2217B
Flip the Bit (Easy Version) · Tutorial
Quality: 16,085 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
CirnoNine's solution

227.
2204C
Spring · Tutorial
Quality: 17,414 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
CirnoNine's solution

228.
1342A
Road To Zero · Tutorial
Quality: 46,423 global accepts · Rating: 1000 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

CirnoNine's solution

229.
2199A
Game · Tutorial
Quality: 1,343 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special
CirnoNine's solution

230.
2203B
Beautiful Numbers · Tutorial
Quality: 14,316 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math
CirnoNine's solution

231.
2188B
Seats · Tutorial
Quality: 21,022 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
CirnoNine's solution

232.
1851C
Tiles Comeback · Tutorial
Quality: 25,878 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
CirnoNine's solution

233.
1765E
Exchange · Tutorial
Quality: 11,822 global accepts · Rating: 1000 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
CirnoNine's solution

234.
1765M
Minimum LCM · Tutorial
Quality: 31,898 global accepts · Rating: 1000 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
CirnoNine's solution

235.
2193C
Replace and Sum · Tutorial
Quality: 28,730 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
CirnoNine's solution

236.
2176B
Optimal Shifts · Tutorial
Quality: 22,910 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings
CirnoNine's solution

237.
2164B
Even Modulo Pair · Tutorial
Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
CirnoNine's solution

238.
2167D
Yet Another Array Problem · Tutorial
Quality: 30,214 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory
CirnoNine's solution

239.
2156B
Strange Machine · Tutorial
Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation
CirnoNine's solution

240.
2154B
Make it Zigzag · Tutorial
Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
CirnoNine's solution

241.
2162B
Beautiful String · Tutorial
Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
CirnoNine's solution

242.
2145B
Deck of Cards · Tutorial
Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
CirnoNine's solution

243.
2147B
Multiple Construction · Tutorial
Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
CirnoNine's solution

244.
2143B
Discounts · Tutorial
Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
CirnoNine's solution

245.
2144B
Maximum Cost Permutation · Tutorial
Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
CirnoNine's solution

246.
2148D
Destruction of the Dandelion Fields · Tutorial
Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
CirnoNine's solution

247.
2132C1
The Cunning Seller (easy version) · Tutorial
Quality: 27,740 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
CirnoNine's solution

248.
2124B
Minimise Sum · Tutorial
Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
CirnoNine's solution

249.
2114C
Need More Arrays · Tutorial
Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
CirnoNine's solution

250.
2104B
Move to the End · Tutorial
Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
CirnoNine's solution

251.
2093C
Simple Repetition · Tutorial
Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
CirnoNine's solution

252.
2092B
Lady Bug · Tutorial
Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math
CirnoNine's solution

253.
2091C
Combination Lock · Tutorial
Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
CirnoNine's solution

254.
2060B
Farmer John's Card Game · Tutorial
Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
CirnoNine's solution

255.
2055B
Crafting · Tutorial
Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
CirnoNine's solution

256.
2002B
Removals Game · Tutorial
Quality: 22,992 global accepts · Rating: 1000 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games
CirnoNine's solution

257.
2057B
Gorilla and the Exam · Tutorial
Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
CirnoNine's solution

258.
1809B
Points on Plane · Tutorial
Quality: 22,348 global accepts · Rating: 1000 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
CirnoNine's solution

259.
2040B
Paint a Strip · Tutorial
Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
CirnoNine's solution

260.
2034B
Rakhsh's Revival · Tutorial
Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers
CirnoNine's solution

261.
2039B
Shohag Loves Strings · Tutorial
Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
CirnoNine's solution

262.
2037C
Superultra's Favorite Permutation · Tutorial
Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
CirnoNine's solution

263.
1998B
Minimize Equal Sum Subarrays · Tutorial
Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
CirnoNine's solution

264.
1999B
Card Game · Tutorial
Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation
CirnoNine's solution

265.
2000C
Numeric String Template · Tutorial
Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings
CirnoNine's solution

266.
2004B
Game with Doors · Tutorial
Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
CirnoNine's solution

267.
2005B1
The Strict Teacher (Easy Version) · Tutorial
Quality: 24,750 global accepts · Rating: 1000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
CirnoNine's solution

268.
2218D
The 67th OEIS Problem · Tutorial
Quality: 18,455 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
CirnoNine's solution

269.
2211B
Mickey Mouse Constructive · Tutorial
Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
CirnoNine's solution

270.
1342B
Binary Period · Tutorial
Quality: 24,583 global accepts · Rating: 1100 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings
CirnoNine's solution

271.
2195C
Dice Roll Sequence · Tutorial
Quality: 20,541 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
CirnoNine's solution

272.
1857B
Maximum Rounding · Tutorial
Quality: 24,714 global accepts · Rating: 1100 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
CirnoNine's solution

273.
1703D
Double Strings · Tutorial
Quality: 29,209 global accepts · Rating: 1100 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, strings
CirnoNine's solution

274.
1739B
Array Recovery · Tutorial
Quality: 24,437 global accepts · Rating: 1100 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
CirnoNine's solution

275.
2193D
Monster Game · Tutorial
Quality: 21,579 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
CirnoNine's solution

276.
2185D
OutOfMemoryError · Tutorial
Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers
CirnoNine's solution

277.
2184C
Huge Pile · Tutorial
Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math
CirnoNine's solution

278.
2184B
Hourglass · Tutorial
Quality: 24,114 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

CirnoNine's solution

279.
2183B
Yet Another MEX Problem · Tutorial
Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
CirnoNine's solution

280.
1202A
You Are Given Two Binary Strings... · Tutorial
Quality: 10,723 global accepts · Rating: 1100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
CirnoNine's solution

281.
2179C
Blackslex and Number Theory · Tutorial
Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings
CirnoNine's solution

282.
2173B
Niko's Tactical Cards · Tutorial
Quality: 18,135 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
CirnoNine's solution

283.
2169B
Drifting Away · Tutorial
Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
CirnoNine's solution

284.
2162C
Beautiful XOR · Tutorial
Quality: 21,336 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
CirnoNine's solution

285.
2155B
Abraham's Great Escape · Tutorial
Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs
CirnoNine's solution

286.
2146B
Merging the Sets · Tutorial
Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
CirnoNine's solution

287.
2138A
Cake Assignment · Tutorial
Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
CirnoNine's solution

288.
2137C
Maximum Even Sum · Tutorial
Quality: 22,914 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

CirnoNine's solution

289.
2131C
Make it Equal · Tutorial
Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
CirnoNine's solution

290.
2128B
Deque Process · Tutorial
Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
CirnoNine's solution

291.
2125C
Count Good Numbers · Tutorial
Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory
CirnoNine's solution

292.
2122B
Pile Shuffling · Tutorial
Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
CirnoNine's solution

293.
2126C
I Will Definitely Make It · Tutorial
Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
CirnoNine's solution

294.
2112B
Shrinking Array · Tutorial
Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
CirnoNine's solution

295.
2111C
Equal Values · Tutorial
Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers
CirnoNine's solution

296.
2111B
Fibonacci Cubes · Tutorial
Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math
CirnoNine's solution

297.
2107B
Apples in Boxes · Tutorial
Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
CirnoNine's solution

298.
2104C
Card Game · Tutorial
Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
CirnoNine's solution

299.
2103B
Binary Typewriter · Tutorial
Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
CirnoNine's solution

300.
2096B
Wonderful Gloves · Tutorial
Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
CirnoNine's solution

301.
2094D
Tung Tung Sahur · Tutorial
Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
CirnoNine's solution

302.
2084B
MIN = GCD · Tutorial
Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
CirnoNine's solution

303.
2086B
Large Array and Segments · Tutorial
Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy
CirnoNine's solution

304.
2074C
XOR and Triangle · Tutorial
Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
CirnoNine's solution

305.
2078B
Vicious Labyrinth · Tutorial
Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math
CirnoNine's solution

306.
2071B
Perfecto · Tutorial
Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
CirnoNine's solution

307.
2070B
Robot Program · Tutorial
Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
CirnoNine's solution

308.
2064B
Variety is Discouraged · Tutorial
Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
CirnoNine's solution

309.
2065C1
Skibidus and Fanum Tax (easy version) · Tutorial
Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy
CirnoNine's solution

310.
2061B
Kevin and Geometry · Tutorial
Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
CirnoNine's solution

311.
2063B
Subsequence Update · Tutorial
Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
CirnoNine's solution

312.
2060D
Subtract Min Sort · Tutorial
Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
CirnoNine's solution

313.
1717B
Madoka and Underground Competitions · Tutorial
Quality: 15,636 global accepts · Rating: 1100 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
CirnoNine's solution

314.
2043B
Digits · Tutorial
Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
CirnoNine's solution

315.
2044D
Harder Problem · Tutorial
Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
CirnoNine's solution

316.
2050B
Transfusion · Tutorial
Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
CirnoNine's solution

317.
1821B
Sort the Subarray · Tutorial
Quality: 28,341 global accepts · Rating: 1100 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
CirnoNine's solution

318.
1991B
AND Reconstruction · Tutorial
Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
CirnoNine's solution

319.
1995B1
Bouquet (Easy Version) · Tutorial
Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
CirnoNine's solution

320.
2029B
Replacement · Tutorial
Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings
CirnoNine's solution

321.
1994B
Fun Game · Tutorial
Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
CirnoNine's solution

322.
2036C
Anya and 1100 · Tutorial
Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
CirnoNine's solution

323.
2032B
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1984B
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2027B
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2024B
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1997B
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1999D
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2004C
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1354B
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2182C
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346.
2178C
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2158B
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2161C
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2149D
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2148E
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2141B
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2128C
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2195D
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1857D
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2188C
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2181A
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2169C
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2146C
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2144C
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2127B
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2124C
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2121D
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2102C
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2108B
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2064C
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Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
CirnoNine's solution

429.
2065C2
Skibidus and Fanum Tax (hard version) · Tutorial

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
CirnoNine's solution

430.
2059B
Cost of the Array · Tutorial
Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
CirnoNine's solution

431.
2056B
Find the Permutation · Tutorial
Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
CirnoNine's solution

432.
1717C
Madoka and Formal Statement · Tutorial
Quality: 15,899 global accepts · Rating: 1300 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
CirnoNine's solution

433.
2049B
pspspsps · Tutorial
Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
CirnoNine's solution

434.
2044E
Insane Problem · Tutorial
Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory
CirnoNine's solution

435.
2050D
Digital string maximization · Tutorial
Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings
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436.
1821C
Tear It Apart · Tutorial
Quality: 16,206 global accepts · Rating: 1300 · first AC: 2024-11-27 · Python 3 (first AC) · Tags: brute force, implementation, math, strings
CirnoNine's solution

437.
1991C
Absolute Zero · Tutorial
Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
CirnoNine's solution

438.
2031C
Penchick and BBQ Buns · Tutorial
Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
CirnoNine's solution

439.
2036D
I Love 1543 · Tutorial

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices
CirnoNine's solution

440.
2026B
Black Cells · Tutorial
Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
CirnoNine's solution

441.
1984C1
Magnitude (Easy Version) · Tutorial
Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
CirnoNine's solution

442.
2033D
Kousuke's Assignment · Tutorial
Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math
CirnoNine's solution

443.
1988C
Increasing Sequence with Fixed OR · Tutorial
Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
CirnoNine's solution

444.
2024C
Concatenation of Arrays · Tutorial
Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
CirnoNine's solution

445.
2025C
New Game · Tutorial
Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
CirnoNine's solution

446.
2022B
Kar Salesman · Tutorial
Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
CirnoNine's solution

447.
1999E
Triple Operations · Tutorial
Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math
CirnoNine's solution

448.
2021C1
Adjust The Presentation (Easy Version) · Tutorial
Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
CirnoNine's solution

449.
2209C
Find the Zero · Tutorial

Quality: 10,658 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive
CirnoNine's solution

450.
2204D
Alternating Path · Tutorial
Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
CirnoNine's solution

451.
1354C1
Simple Polygon Embedding · Tutorial
Quality: 16,357 global accepts · Rating: 1400 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, math, ternary search
CirnoNine's solution

452.
2199B
Two Towers · Tutorial
Quality: 885 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math
CirnoNine's solution

453.
1370C
Number Game · Tutorial
Quality: 27,143 global accepts · Rating: 1400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math, number theory
CirnoNine's solution

454.
2190B1
Sub-RBS (Easy Version) · Tutorial
Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
CirnoNine's solution

455.
1167C
News Distribution · Tutorial
Quality: 26,009 global accepts · Rating: 1400 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs
CirnoNine's solution

456.
1167B
Lost Numbers · Tutorial
Quality: 16,471 global accepts · Rating: 1400 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, interactive, math
CirnoNine's solution

457.
2181B
Battle of Arrays · Tutorial
Quality: 5,685 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
CirnoNine's solution

458.
2173C
Kanade's Perfect Multiples · Tutorial
Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
CirnoNine's solution

459.
2158C
Annoying Game · Tutorial

Quality: 11,069 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy
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460.
2164C
Dungeon · Tutorial
Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
CirnoNine's solution

461.
2156C
Maximum GCD on Whiteboard · Tutorial
Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
CirnoNine's solution

462.
2154C1
No Cost Too Great (Easy Version) · Tutorial
Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
CirnoNine's solution

463.
2162D
Beautiful Permutation · Tutorial
Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
CirnoNine's solution

464.
2152C
Triple Removal · Tutorial
Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
CirnoNine's solution

465.
2133C
The Nether · Tutorial
Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive
CirnoNine's solution

466.
2132C2
The Cunning Seller (hard version) · Tutorial
Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
CirnoNine's solution

467.
2127C
Trip Shopping · Tutorial
Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
CirnoNine's solution

468.
2131E
Adjacent XOR · Tutorial
Quality: 17,125 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
CirnoNine's solution

469.
2131D
Arboris Contractio · Tutorial
Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees
CirnoNine's solution

470.
2126E
G-C-D, Unlucky! · Tutorial
Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
CirnoNine's solution

471.
2114E
Kirei Attacks the Estate · Tutorial
Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees
CirnoNine's solution

472.
2114D
Come a Little Closer · Tutorial
Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
CirnoNine's solution

473.
2111D
Creating a Schedule · Tutorial
Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
CirnoNine's solution

474.
2104D
Array and GCD · Tutorial
Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory
CirnoNine's solution

475.
2093D
Skibidi Table · Tutorial
Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation
CirnoNine's solution

476.
2084C
You Soared Afar With Grace · Tutorial
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CirnoNine's solution

477.
2067D
Object Identification · Tutorial
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CirnoNine's solution

478.
2055C
The Trail · Tutorial
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CirnoNine's solution

479.
2034C
Trapped in the Witch's Labyrinth · Tutorial
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CirnoNine's solution

480.
2028B
Alice's Adventures in Permuting · Tutorial
Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · Python 3 (first AC) · Tags: binary search, implementation, math
CirnoNine's solution

481.
2032C
Trinity · Tutorial
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CirnoNine's solution

482.
2035C
Alya and Permutation · Tutorial
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CirnoNine's solution

483.
2033E
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Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math
CirnoNine's solution

484.
2033C
Sakurako's Field Trip · Tutorial
Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers
CirnoNine's solution

485.
2020C
Bitwise Balancing · Tutorial
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CirnoNine's solution

486.
2000E
Photoshoot for Gorillas · Tutorial
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487.
2009D
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Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
CirnoNine's solution

488.
2014D
Robert Hood and Mrs Hood · Tutorial
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CirnoNine's solution

489.
2009E
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Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · Python 3 (first AC) · Tags: binary search, math, ternary search
CirnoNine's solution

490.
2008F
Sakurako's Box · Tutorial
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CirnoNine's solution

491.
2218F
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CirnoNine's solution

492.
2200E
Divisive Battle · Tutorial
Quality: 8,076 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory
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493.
2205C
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Quality: 7,741 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
CirnoNine's solution

494.
2203C
Test Generator · Tutorial
Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math
CirnoNine's solution

495.
2195E
Idiot First Search · Tutorial
Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
CirnoNine's solution

496.
1857E
Power of Points · Tutorial
Quality: 14,844 global accepts · Rating: 1500 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings
CirnoNine's solution

497.
1851E
Nastya and Potions · Tutorial
Quality: 13,285 global accepts · Rating: 1500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, sortings
CirnoNine's solution

498.
1739C
Card Game · Tutorial
Quality: 10,083 global accepts · Rating: 1500 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
CirnoNine's solution

499.
2185E
The Robotic Rush · Tutorial
Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers
CirnoNine's solution

500.
2183D1
Tree Coloring (Easy Version) · Tutorial
Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
CirnoNine's solution

501.
2183C
War Strategy · Tutorial
Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
CirnoNine's solution

502.
1167D
Bicolored RBS · Tutorial
Quality: 7,370 global accepts · Rating: 1500 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
CirnoNine's solution

503.
2163C
Monopati · Tutorial
Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
CirnoNine's solution

504.
2169D1
Removal of a Sequence (Easy Version) · Tutorial
Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory
CirnoNine's solution

505.
2153C
Symmetrical Polygons · Tutorial
Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
CirnoNine's solution

506.
2155C
The Ancient Wizards' Capes · Tutorial
Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
CirnoNine's solution

507.
2149E
Hidden Knowledge of the Ancients · Tutorial
Quality: 9,279 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers
CirnoNine's solution

508.
2146D1
Max Sum OR (Easy Version) · Tutorial
Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
CirnoNine's solution

509.
2147C
Rabbits · Tutorial
Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp,

greedy, implementation
CirnoNine's solution

510.
2140C
Ultimate Value · Tutorial
Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
CirnoNine's solution

511.
2137E
Mexification · Tutorial
Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
CirnoNine's solution

512.
1553D
Backspace · Tutorial
Quality: 15,086 global accepts · Rating: 1500 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings, two pointers
CirnoNine's solution

513.
2121E
Sponsor of Your Problems · Tutorial
Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
CirnoNine's solution

514.
2115A
Gellyfish and Flaming Peony · Tutorial
Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory
CirnoNine's solution

515.
2109C1
Hacking Numbers (Easy Version) · Tutorial
Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
CirnoNine's solution

516.
2107C
Maximum Subarray Sum · Tutorial
Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
CirnoNine's solution

517.
2108C
Neo's Escape · Tutorial
Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
CirnoNine's solution

518.
2093E
Min Max MEX · Tutorial
Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy
CirnoNine's solution

519.
2075C
Two Colors · Tutorial
Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math
CirnoNine's solution

520.
2078C
Breach of Faith · Tutorial
Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings
CirnoNine's solution

521.
2070C
Limited Repainting · Tutorial
Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
CirnoNine's solution

522.
2072E
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Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
CirnoNine's solution

523.
2069C
Beautiful Sequence · Tutorial
Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers
CirnoNine's solution

524.
2067C
Devyatkino · Tutorial
Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math
CirnoNine's solution

525.
2060E
Graph Composition · Tutorial
Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
CirnoNine's solution

526.
1990C
Mad MAD Sum · Tutorial
Quality: 14,573 global accepts · Rating: 1500 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
CirnoNine's solution

527.
2057C
Trip to the Olympiad · Tutorial
Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
CirnoNine's solution

528.
2053C
Bewitching Stargazer · Tutorial
Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
CirnoNine's solution

529.
2049C
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Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
CirnoNine's solution

530.
1809C
Sum on Subarrays · Tutorial
Quality: 15,176 global accepts · Rating: 1500 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
CirnoNine's solution

531.
2050E
Three Strings · Tutorial
Quality: 14,507 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings
CirnoNine's solution

532.
2026C
Action Figures · Tutorial
Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
CirnoNine's solution

533.
2027C
Add Zeros · Tutorial
Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
CirnoNine's solution

534.
2003D1
Turtle and a MEX Problem (Easy Version) · Tutorial
Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
CirnoNine's solution

535.
1996D
Fun · Tutorial
Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
CirnoNine's solution

536.
1997D
Maximize the Root · Tutorial
Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
CirnoNine's solution

537.
1999G1
Ruler (easy version) · Tutorial
Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
CirnoNine's solution

538.
1999F
Expected Median · Tutorial
Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-10-13 · Python 3 (first AC) · Tags: combinatorics, math
CirnoNine's solution

539.
2008E
Alternating String · Tutorial
Quality: 13,228 global accepts · Rating: 1500 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
CirnoNine's solution

540.
2007C
Dora and C++ · Tutorial
Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-01 · Kotlin 1.9 (first AC) · Tags: math, number theory
CirnoNine's solution

541.
1342C
Yet Another Counting Problem · Tutorial
Quality: 14,996 global accepts · Rating: 1600 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
CirnoNine's solution

542.
2207C
Where's My Water? · Tutorial
Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
CirnoNine's solution

543.
2207B
One Night At Freddy's · Tutorial
Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
CirnoNine's solution

544.
1520F1
Guess the K-th Zero (Easy version) · Tutorial
Quality: 14,396 global accepts · Rating: 1600 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
CirnoNine's solution

545.
2199C
Minesweeper · Tutorial
Quality: 413 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, constructive algorithms, greedy
CirnoNine's solution

546.
2196B
Another Problem about Beautiful Pairs · Tutorial
Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
CirnoNine's solution

547.
2172F
Cluster Computing System · Tutorial
Quality: 3,896 global accepts · Rating: 1600 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math
CirnoNine's solution

548.
1857F
Sum and Product · Tutorial
Quality: 14,327 global accepts · Rating: 1600 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math
CirnoNine's solution

549.
1703G
Good Key, Bad Key · Tutorial

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
CirnoNine's solution

550.
2193F
Pizza Delivery · Tutorial
Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
CirnoNine's solution

551.
2184D
Unfair Game · Tutorial
Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
CirnoNine's solution

552.
2182D
Christmas Tree Decoration · Tutorial
Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
CirnoNine's solution

553.
2181F
Fragmented Nim · Tutorial
Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
CirnoNine's solution

554.
2167G
Mukhammadali and the Smooth Array · Tutorial
Quality: 11,022 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
CirnoNine's solution

555.
2167F
Tree, TREE!!! · Tutorial
Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees
CirnoNine's solution

556.
2167E
khba Loves to Sleep! · Tutorial
Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
CirnoNine's solution

557.
2162E
Beautiful Palindromes · Tutorial
Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules
CirnoNine's solution

558.
2132D
From 1 to Infinity · Tutorial
Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math
CirnoNine's solution

559.
2129B
Stay or Mirror · Tutorial

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
CirnoNine's solution

560.
2128D
Sum of LDS · Tutorial
Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
CirnoNine's solution

561.
2125D
Segments Covering · Tutorial
Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
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562.
2117E
Lost Soul · Tutorial
Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
CirnoNine's solution

563.
2103C
Median Splits · Tutorial
Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings
CirnoNine's solution

564.
2094F
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Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
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565.
1976C
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567.
2082B
Floor or Ceil · Tutorial
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CirnoNine's solution

568.
2070D
Tree Jumps · Tutorial
Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
CirnoNine's solution

569.
2052A
Adrenaline Rush · Tutorial
Quality: 4,241 global accepts · Rating: 1600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

CirnoNine's solution

570.
2065E
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Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
CirnoNine's solution

571.
2059C
Customer Service · Tutorial
Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
CirnoNine's solution

572.
2061D
Kevin and Numbers · Tutorial
Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures
CirnoNine's solution

573.
2061C
Kevin and Puzzle · Tutorial
Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
CirnoNine's solution

574.
2063C
Remove Exactly Two · Tutorial
Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
CirnoNine's solution

575.
2043C
Sums on Segments · Tutorial
Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
CirnoNine's solution

576.
2048D
Kevin and Competition Memories · Tutorial
Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
CirnoNine's solution

577.
2040C
Ordered Permutations · Tutorial
Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
CirnoNine's solution

578.
2047D
Move Back at a Cost · Tutorial
Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings
CirnoNine's solution

579.
2034D
Darius' Wisdom · Tutorial
Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, implementation, sortings
CirnoNine's solution

580.
2037E
Kachina's Favorite Binary String · Tutorial
Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers
CirnoNine's solution

581.
2028C
Alice's Adventures in Cutting Cake · Tutorial
Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers
CirnoNine's solution

582.
1994C
Hungry Games · Tutorial
Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, two pointers
CirnoNine's solution

583.
2036E
Reverse the Rivers · Tutorial
Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
CirnoNine's solution

584.
2004D
Colored Portals · Tutorial
Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
CirnoNine's solution

585.
1996E
Decode · Tutorial
Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, implementation, math
CirnoNine's solution

586.
371C
Hamburgers · Tutorial
Quality: 34,516 global accepts · Rating: 1600 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force
CirnoNine's solution

587.
1398C
Good Subarrays · Tutorial
Quality: 36,631 global accepts · Rating: 1600 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math
CirnoNine's solution

588.
2019C
Cards Partition · Tutorial
Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
CirnoNine's solution

589.
2205D
Simons and Beating Peaks · Tutorial

Quality: 4,924 global accepts · Rating: 1700 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
CirnoNine's solution

590.
2203D
Divisibility Game · Tutorial
Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory
CirnoNine's solution

591.
2201B
Recollect Numbers · Tutorial
Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
CirnoNine's solution

592.
2201A2
Lost Civilization (Hard Version) · Tutorial
Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
CirnoNine's solution

593.
1310A
Recommendations · Tutorial
Quality: 5,582 global accepts · Rating: 1700 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
CirnoNine's solution

594.
2185F
BattleCows · Tutorial
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CirnoNine's solution

595.
1202B
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Quality: 4,844 global accepts · Rating: 1700 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, shortest paths
CirnoNine's solution

596.
2178D
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Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
CirnoNine's solution

597.
2181M
Medical Parity · Tutorial
Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
CirnoNine's solution

598.
2163B
Siga ta Kymata · Tutorial
Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
CirnoNine's solution

599.
2161B
Make Connected · Tutorial

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
CirnoNine's solution

600.
2159A
MAD Interactive Problem · Tutorial
Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
CirnoNine's solution

601.
2152D
Division Versus Addition · Tutorial
Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
CirnoNine's solution

602.
2147D
Game on Array · Tutorial
Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
CirnoNine's solution

603.
2135B
For the Champion · Tutorial
Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
CirnoNine's solution

604.
2132E
Arithmetics Competition · Tutorial
Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search
CirnoNine's solution

605.
2122C
Manhattan Pairs · Tutorial
Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
CirnoNine's solution

606.
2124D
Make a Palindrome · Tutorial
Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
CirnoNine's solution

607.
2112D
Reachability and Tree · Tutorial
Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
CirnoNine's solution

608.
2109C2
Hacking Numbers (Medium Version) · Tutorial
Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory
CirnoNine's solution

609.
2113C
Smilo and Minecraft · Tutorial

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
CirnoNine's solution

610.
2118D1
Red Light, Green Light (Easy version) · Tutorial
Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory
CirnoNine's solution

611.
2104E
Unpleasant Strings · Tutorial
Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings
CirnoNine's solution

612.
2096C
Wonderful City · Tutorial
Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
CirnoNine's solution

613.
2094G
Chimpanzini Bananini · Tutorial
Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math
CirnoNine's solution

614.
2086D
Even String · Tutorial
Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings
CirnoNine's solution

615.
2071C
Trapmigiano Reggiano · Tutorial
Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
CirnoNine's solution

616.
2072F
Goodbye, Banker Life · Tutorial
Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
CirnoNine's solution

617.
2041D
Drunken Maze · Tutorial
Quality: 4,807 global accepts · Rating: 1700 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
CirnoNine's solution

618.
2052F
Fix Flooded Floor · Tutorial
Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs
CirnoNine's solution

619.
2065F
Skibidus and Slay · Tutorial
Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
CirnoNine's solution

620.
2065G
Skibidus and Capping · Tutorial
Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
CirnoNine's solution

621.
2053D
Refined Product Optimality · Tutorial
Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
CirnoNine's solution

622.
1056C
Pick Heroes · Tutorial
Quality: 2,579 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings
CirnoNine's solution

623.
2044G1
Medium Demon Problem (easy version) · Tutorial
Quality: 7,332 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees
CirnoNine's solution

624.
2050F
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Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory
CirnoNine's solution

625.
2007D
Iris and Game on the Tree · Tutorial
Rating: 1700 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, graphs, greedy, trees
CirnoNine's solution

626.
2039D
Shohag Loves GCD · Tutorial
Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
CirnoNine's solution

627.
2031D
Penchick and Desert Rabbit · Tutorial
Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
CirnoNine's solution

628.
1995B2
Bouquet (Hard Version) · Tutorial
Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, greedy, math, sortings, two pointers
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629.
2029C
New Rating · Tutorial
Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
CirnoNine's solution

630.
2027D1
The Endspeaker (Easy Version) · Tutorial
Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
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631.
1984C2
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1899G
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Quality: 4,031 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers
CirnoNine's solution

733.
2093G
Shorten the Array · Tutorial
Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers
CirnoNine's solution

734.
1784B
Letter Exchange · Tutorial
Quality: 3,670 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
CirnoNine's solution

735.
2078E
Finding OR Sum · Tutorial
Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation, interactive, math
CirnoNine's solution

736.
2036F
XORificator 3000 · Tutorial

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers
CirnoNine's solution

737.
2052E
Expression Correction · Tutorial
Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings
CirnoNine's solution

738.
2064D
Eating · Tutorial
Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers
CirnoNine's solution

739.
2067E
White Magic · Tutorial
Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
CirnoNine's solution

740.
2059D
Graph and Graph · Tutorial
Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths
CirnoNine's solution

741.
1717D
Madoka and The Corruption Scheme · Tutorial
Quality: 4,864 global accepts · Rating: 1900 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
CirnoNine's solution

742.
2050G
Tree Destruction · Tutorial
Quality: 5,384 global accepts · Rating: 1900 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
CirnoNine's solution

743.
2002D1
DFS Checker (Easy Version) · Tutorial
Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
CirnoNine's solution

744.
2042D
Recommendations · Tutorial
Quality: 5,239 global accepts · Rating: 1900 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers
CirnoNine's solution

745.
1260D
A Game with Traps · Tutorial
Quality: 4,194 global accepts · Rating: 1900 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings
CirnoNine's solution

746.
327D
Block Tower · Tutorial
Quality: 2,496 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
CirnoNine's solution

747.
190D
Non-Secret Cypher · Tutorial
Quality: 2,661 global accepts · Rating: 1900 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers
CirnoNine's solution

748.
2049D
Shift + Esc · Tutorial
Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp
CirnoNine's solution

749.
818E
Card Game Again · Tutorial
Quality: 2,680 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, number theory, two pointers
CirnoNine's solution

750.
2044F
Easy Demon Problem · Tutorial
Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory
CirnoNine's solution

751.
2044G2
Medium Demon Problem (hard version) · Tutorial
Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
CirnoNine's solution

752.
2040D
Non Prime Tree · Tutorial
Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers
CirnoNine's solution

753.
1821D
Black Cells · Tutorial
Quality: 5,538 global accepts · Rating: 1900 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math
CirnoNine's solution

754.
2026D
Sums of Segments · Tutorial
Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math
CirnoNine's solution

755.
2000F
Color Rows and Columns · Tutorial
Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

CirnoNine's solution

756.
2009G1
Yunli's Subarray Queries (easy version) · Tutorial
Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers
CirnoNine's solution

757.
1354C2
Not So Simple Polygon Embedding · Tutorial
Quality: 6,372 global accepts · Rating: 2000 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, geometry, math
CirnoNine's solution

758.
1970E2
Trails (Medium) · Tutorial
Quality: 2,057 global accepts · Rating: 2000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices
CirnoNine's solution

759.
1978E
Computing Machine · Tutorial
Quality: 4,609 global accepts · Rating: 2000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
CirnoNine's solution

760.
1646D
Weight the Tree · Tutorial
Quality: 4,443 global accepts · Rating: 2000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
CirnoNine's solution

761.
2199F
Self-Produced Sequences · Tutorial
Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, math
CirnoNine's solution

762.
2172I
Birthday · Tutorial
Quality: 1,080 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
CirnoNine's solution

763.
2201C
Rigged Bracket Sequence · Tutorial
Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
CirnoNine's solution

764.
2195F
Parabola Independence · Tutorial
Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings
CirnoNine's solution

765.
2196C2
Interactive Graph (Hard Version) · Tutorial
Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

CirnoNine's solution

766.
1857G
Counting Graphs · Tutorial
Quality: 5,488 global accepts · Rating: 2000 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
CirnoNine's solution

767.
1851G
Vlad and the Mountains · Tutorial
Quality: 4,046 global accepts · Rating: 2000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
CirnoNine's solution

768.
2178E
Flatten or Concatenate · Tutorial
Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
CirnoNine's solution

769.
2179F
Blackslex and Another RGB Walking · Tutorial
Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees
CirnoNine's solution

770.
2181D
Doorway · Tutorial
Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings
CirnoNine's solution

771.
2158D
Palindrome Flipping · Tutorial
Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
CirnoNine's solution

772.
2165C
Binary Wine · Tutorial
Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
CirnoNine's solution

773.
2146D2
Max Sum OR (Hard Version) · Tutorial
Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy
CirnoNine's solution

774.
2154C2
No Cost Too Great (Hard Version) · Tutorial
Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
CirnoNine's solution

775.
2140D
A Cruel Segment's Thesis · Tutorial

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
CirnoNine's solution

776.
2138C2
Maple and Tree Beauty (Hard Version) · Tutorial
Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
CirnoNine's solution

777.
2135C
By the Assignment · Tutorial
Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
CirnoNine's solution

778.
2131G
Wafu! · Tutorial
Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
CirnoNine's solution

779.
2129C2
Interactive RBS (Medium Version) · Tutorial
Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
CirnoNine's solution

780.
2126F
1-1-1, Free Tree! · Tutorial
Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees
CirnoNine's solution

781.
2114F
Small Operations · Tutorial
Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings
CirnoNine's solution

782.
2103D
Local Construction · Tutorial
Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
CirnoNine's solution

783.
2096D
Wonderful Lightbulbs · Tutorial
Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
CirnoNine's solution

784.
1156C
Match Points · Tutorial
Quality: 6,670 global accepts · Rating: 2000 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
CirnoNine's solution

785.
1536D
Omkar and Medians · Tutorial
Quality: 5,060 global accepts · Rating: 2000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
CirnoNine's solution

786.
1841D
Pairs of Segments · Tutorial
Quality: 5,285 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, two pointers
CirnoNine's solution

787.
2037G
Natlan Exploring · Tutorial
Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory
CirnoNine's solution

788.
2075D
Equalization · Tutorial
Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
CirnoNine's solution

789.
2041M
Selection Sort · Tutorial
Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
CirnoNine's solution

790.
2041C
Cube · Tutorial
Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
CirnoNine's solution

791.
296B
Yaroslav and Two Strings · Tutorial
Quality: 2,683 global accepts · Rating: 2000 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
CirnoNine's solution

792.
2052J
Judicious Watching · Tutorial
Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
CirnoNine's solution

793.
2028D
Alice's Adventures in Cards · Tutorial
Quality: 3,740 global accepts · Rating: 2000 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search
CirnoNine's solution

794.
2062E1
The Game (Easy Version) · Tutorial
Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
CirnoNine's solution

795.
2063D
Game With Triangles · Tutorial
Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
CirnoNine's solution

796.
2061E
Kevin and And · Tutorial
Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
CirnoNine's solution

797.
2055D
Scarecrow · Tutorial
Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
CirnoNine's solution

798.
629C
Famil Door and Brackets · Tutorial
Quality: 3,023 global accepts · Rating: 2000 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
CirnoNine's solution

799.
2057D
Gifts Order · Tutorial
Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices
CirnoNine's solution

800.
1320C
World of Darkraft: Battle for Azathoth · Tutorial
Quality: 3,428 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, sortings
CirnoNine's solution

801.
1610D
Not Quite Lee · Tutorial
Quality: 3,039 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
CirnoNine's solution

802.
940E
Cashback · Tutorial
Quality: 4,392 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
CirnoNine's solution

803.
2048E
Kevin and Bipartite Graph · Tutorial
Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy
CirnoNine's solution

804.
2210C2
A Simple GCD Problem (Hard Version) · Tutorial
Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory
CirnoNine's solution

805.
1354E
Graph Coloring · Tutorial
Quality: 3,731 global accepts · Rating: 2100 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs
CirnoNine's solution

806.
2207E1
N-MEX (Constructive Version) · Tutorial
Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
CirnoNine's solution

807.
1970B2
Exact Neighbours (Medium) · Tutorial
Quality: 1,211 global accepts · Rating: 2100 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
CirnoNine's solution

808.
1914G1
Light Bulbs (Easy Version) · Tutorial
Quality: 2,396 global accepts · Rating: 2100 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
CirnoNine's solution

809.
2199E
Supersequence · Tutorial
Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, binary search, greedy
CirnoNine's solution

810.
2172K
Kindergarten Homework · Tutorial
Quality: 843 global accepts · Rating: 2100 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
CirnoNine's solution

811.
2205E
Simons and Dividing the Rhythm · Tutorial
Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings
CirnoNine's solution

812.
2123G
Modular Sorting · Tutorial
Quality: 3,249 global accepts · Rating: 2100 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
CirnoNine's solution

813.
2193G
Paths in a Tree · Tutorial
Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees
CirnoNine's solution

814.
2183E
LCM is Legendary Counting Master · Tutorial
Quality: 2,854 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
CirnoNine's solution

815.
2183D2
Tree Coloring (Hard Version) · Tutorial
Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
CirnoNine's solution

816.
1202C
You Are Given a WASD-string... · Tutorial
Quality: 2,769 global accepts · Rating: 2100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings
CirnoNine's solution

817.
1167E
Range Deleting · Tutorial
Quality: 2,924 global accepts · Rating: 2100 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, two pointers
CirnoNine's solution

818.
2170E
Binary Strings and Blocks · Tutorial
Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
CirnoNine's solution

819.
2163D1
Diadrash (Easy Version) · Tutorial
Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive
CirnoNine's solution

820.
2169D2
Removal of a Sequence (Hard Version) · Tutorial
Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory
CirnoNine's solution

821.
2161D
Locked Out · Tutorial
Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
CirnoNine's solution

822.
2162F
Beautiful Intervals · Tutorial
Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
CirnoNine's solution

823.
2159B
Rectangles · Tutorial
Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers
CirnoNine's solution

824.
2145E
Predicting Popularity · Tutorial

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings
CirnoNine's solution

825.
2152E
Monotone Subsequence · Tutorial
Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
CirnoNine's solution

826.
2149G
Buratsuta 3 · Tutorial
Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities
CirnoNine's solution

827.
2141E
Perfect Cut · Tutorial
Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dp, greedy
CirnoNine's solution

828.
2135D1
From the Unknown (Easy Version) · Tutorial
Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
CirnoNine's solution

829.
2127E
Ancient Tree · Tutorial
Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
CirnoNine's solution

830.
2119D
Token Removing · Tutorial
Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
CirnoNine's solution

831.
1748D
ConstructOR · Tutorial
Quality: 3,251 global accepts · Rating: 2100 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
CirnoNine's solution

832.
2107D
Apple Tree Traversing · Tutorial
Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees
CirnoNine's solution

833.
1389D
Segment Intersections · Tutorial
Quality: 4,554 global accepts · Rating: 2100 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
CirnoNine's solution

834.
1525E
Assimilation IV · Tutorial
Quality: 2,447 global accepts · Rating: 2100 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers
CirnoNine's solution

835.
1366E
Two Arrays · Tutorial
Quality: 4,623 global accepts · Rating: 2100 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers
CirnoNine's solution

836.
1637E
Best Pair · Tutorial
Quality: 3,795 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation
CirnoNine's solution

837.
1511E
Colorings and Dominoes · Tutorial
Quality: 2,898 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
CirnoNine's solution

838.
1626D
Martial Arts Tournament · Tutorial
Quality: 4,331 global accepts · Rating: 2100 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math
CirnoNine's solution

839.
1606E
Arena · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
CirnoNine's solution

840.
1555E
Boring Segments · Tutorial
Quality: 4,531 global accepts · Rating: 2100 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, trees, two pointers
CirnoNine's solution

841.
1482E
Skyline Photo · Tutorial
Quality: 3,755 global accepts · Rating: 2100 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp
CirnoNine's solution

842.
1486D
Max Median · Tutorial
Quality: 9,730 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp
CirnoNine's solution

843.
1493D
GCD of an Array · Tutorial
Quality: 5,744 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

hashing, implementation, math, number theory, sortings, two pointers
CirnoNine's solution

844.
1530E
Minimax · Tutorial
Quality: 3,255 global accepts · Rating: 2100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
CirnoNine's solution

845.
1710B
Rain · Tutorial
Quality: 2,793 global accepts · Rating: 2100 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
CirnoNine's solution

846.
2092E
She knows... · Tutorial
Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
CirnoNine's solution

847.
2074G
Game With Triangles: Season 2 · Tutorial
Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry
CirnoNine's solution

848.
2008H
Sakurako's Test · Tutorial
Quality: 3,602 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory
CirnoNine's solution

849.
2052D
DAG Serialization · Tutorial
Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs
CirnoNine's solution

850.
1734E
Rectangular Congruence · Tutorial
Quality: 3,240 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
CirnoNine's solution

851.
286C
Main Sequence · Tutorial
Quality: 1,602 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
CirnoNine's solution

852.
2044H
Hard Demon Problem · Tutorial
Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math
CirnoNine's solution

853.
2040E
Control of Randomness · Tutorial

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees
CirnoNine's solution

854.
2047E
Adventurers · Tutorial
Rating: 2100 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, implementation
CirnoNine's solution

855.
2031E
Penchick and Chloe's Trees · Tutorial
Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
CirnoNine's solution

856.
2029E
Common Generator · Tutorial
Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
CirnoNine's solution

857.
2209E
A Trivial String Problem · Tutorial
Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings
CirnoNine's solution

858.
2204F
Sum of Fractions · Tutorial
Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers
CirnoNine's solution

859.
2207D
Boxed Like a Fish · Tutorial
Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
CirnoNine's solution

860.
1970E3
Trails (Hard) · Tutorial
Quality: 1,177 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices
CirnoNine's solution

861.
1520F2
Guess the K-th Zero (Hard version) · Tutorial
Quality: 3,348 global accepts · Rating: 2200 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
CirnoNine's solution

862.
2089C1
Key of Like (Easy Version) · Tutorial
Quality: 1,458 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
CirnoNine's solution

863.
2200G
Operation Permutation · Tutorial

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-27 · last AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
CirnoNine's solution

864.
2203E
Probabilistic Card Game · Tutorial
Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search
CirnoNine's solution

865.
2189D2
Little String (Hard Version) · Tutorial
Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
CirnoNine's solution

866.
2178F
Conquer or of Forest · Tutorial
Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
CirnoNine's solution

867.
2179G
Blackslex and Penguin Migration · Tutorial
Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math
CirnoNine's solution

868.
2179H
Blackslex and Plants · Tutorial
Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
CirnoNine's solution

869.
2039E
Shohag Loves Inversions · Tutorial
Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math
CirnoNine's solution

870.
2173E
Shiro's Mirror Duel · Tutorial
Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
CirnoNine's solution

871.
2170D
Almost Roman · Tutorial
Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
CirnoNine's solution

872.
2144E1
Looking at Towers (easy version) · Tutorial
Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
CirnoNine's solution

873.
2156F1
Strange Operation (Easy Version) · Tutorial

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
CirnoNine's solution

874.
2162G
Beautiful Tree · Tutorial
Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees
CirnoNine's solution

875.
1765H
Hospital Queue · Tutorial
Quality: 1,533 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, greedy, implementation
CirnoNine's solution

876.
2143D2
Inversion Graph Coloring (Hard Version) · Tutorial
Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
CirnoNine's solution

877.
2141F
Array Reduction · Tutorial
Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy
CirnoNine's solution

878.
2140E1
Prime Gaming (Easy Version) · Tutorial
Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
CirnoNine's solution

879.
2137G
Cry Me a River · Tutorial
Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs
CirnoNine's solution

880.
1741G
Kirill and Company · Tutorial
Quality: 1,938 global accepts · Rating: 2200 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
CirnoNine's solution

881.
2126G1
Big Wins! (easy version) · Tutorial
Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
CirnoNine's solution

882.
617E
XOR and Favorite Number · Tutorial
Quality: 10,617 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
CirnoNine's solution

883.
1656E
Equal Tree Sums · Tutorial

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
CirnoNine's solution

884.
2113D
Cheater · Tutorial
Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
CirnoNine's solution

885.
2118D2
Red Light, Green Light (Hard version) · Tutorial
Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
CirnoNine's solution

886.
2102E
23 Kingdom · Tutorial
Rating: 2200 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, ternary search, two pointers
CirnoNine's solution

887.
1303E
Erase Subsequences · Tutorial
Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
CirnoNine's solution

888.
1336C
Kaavi and Magic Spell · Tutorial
Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
CirnoNine's solution

889.
1389E
Calendar Ambiguity · Tutorial
Quality: 3,724 global accepts · Rating: 2200 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
CirnoNine's solution

890.
2085E
Serval and Modulo · Tutorial
Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
CirnoNine's solution

891.
2070E
Game with Binary String · Tutorial
Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
CirnoNine's solution

892.
2072G
I've Been Flipping Numbers for 300 Years and Calculated the Sum · Tutorial
Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory
CirnoNine's solution

893.
2060F
Multiplicative Arrays · Tutorial

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory
CirnoNine's solution

894.
2062D
Balanced Tree · Tutorial
Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
CirnoNine's solution

895.
2056D
Unique Median · Tutorial
Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
CirnoNine's solution

896.
1717E
Madoka and The Best University · Tutorial
Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
CirnoNine's solution

897.
2013E
Prefix GCD · Tutorial
Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory
CirnoNine's solution

898.
1342E
Placing Rooks · Tutorial
Quality: 3,559 global accepts · Rating: 2300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math
CirnoNine's solution

899.
1970B3
Exact Neighbours (Hard) · Tutorial
Quality: 715 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
CirnoNine's solution

900.
1914G2
Light Bulbs (Hard Version) · Tutorial
Quality: 1,819 global accepts · Rating: 2300 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
CirnoNine's solution

901.
2199H
Sum of MEX · Tutorial
Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures, dp, math
CirnoNine's solution

902.
2172L
Maximum Color Segment · Tutorial
Quality: 802 global accepts · Rating: 2300 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
CirnoNine's solution

903.
2195G
Idiot First Search and Queries · Tutorial
Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, dp, graphs, trees
CirnoNine's solution

904.
1675G
Sorting Pancakes · Tutorial
Quality: 2,123 global accepts · Rating: 2300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
CirnoNine's solution

905.
2188E
Jerry and Tom · Tutorial
Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
CirnoNine's solution

906.
2190C
Comparable Permutations · Tutorial
Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
CirnoNine's solution

907.
1167F
Scalar Queries · Tutorial
Quality: 1,891 global accepts · Rating: 2300 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math, sortings
CirnoNine's solution

908.
2182F1
Christmas Reindeer (easy version) · Tutorial
Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
CirnoNine's solution

909.
2180E
No Effect XOR · Tutorial
Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
CirnoNine's solution

910.
2181J
Jinx or Jackpot · Tutorial
Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities
CirnoNine's solution

911.
2164E
Journey · Tutorial
Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
CirnoNine's solution

912.
2146E
Yet Another MEX Problem · Tutorial
Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing
CirnoNine's solution

913.
2159C
Twin Polynomials · Tutorial

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math
CirnoNine's solution

914.
2147E
Maximum OR Popcount · Tutorial
Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
CirnoNine's solution

915.
2134E
Power Boxes · Tutorial
Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive
CirnoNine's solution

916.
2129C3
Interactive RBS (Hard Version) · Tutorial
Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
CirnoNine's solution

917.
1553F
Pairwise Modulo · Tutorial
Quality: 2,518 global accepts · Rating: 2300 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math
CirnoNine's solution

918.
2124F1
Appending Permutations (Easy Version) · Tutorial
Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
CirnoNine's solution

919.
2121H
Ice Baby · Tutorial
Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings
CirnoNine's solution

920.
2107F1
Cycling (Easy Version) · Tutorial
Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy
CirnoNine's solution

921.
1156F
Card Bag · Tutorial
Quality: 1,715 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
CirnoNine's solution

922.
2098D
Baggage Claim · Tutorial
Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
CirnoNine's solution

923.
915E
Physical Education Lessons · Tutorial

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings
CirnoNine's solution

924.
1245F
Daniel and Spring Cleaning · Tutorial
Quality: 2,264 global accepts · Rating: 2300 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
CirnoNine's solution

925.
2091G
Gleb and Boating · Tutorial
Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
CirnoNine's solution

926.
1780F
Three Chairs · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
CirnoNine's solution

927.
2041I
Auto Complete · Tutorial
Quality: 673 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees
CirnoNine's solution

928.
2041H
Sheet Music · Tutorial
Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
CirnoNine's solution

929.
2069E
A, B, AB and BA · Tutorial
Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
CirnoNine's solution

930.
2067F
Bitwise Slides · Tutorial
Rating: 2300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp
CirnoNine's solution

931.
600E
Lomsat gelral · Tutorial
Quality: 18,413 global accepts · Rating: 2300 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees
CirnoNine's solution

932.
2063E
Triangle Tree · Tutorial
Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
CirnoNine's solution

933.
2043E
Matrix Transformation · Tutorial
Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
CirnoNine's solution

934.
2002D2
DFS Checker (Hard Version) · Tutorial
Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-01-07 · last AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
CirnoNine's solution

935.
2057E1
Another Exercise on Graphs (Easy Version) · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
CirnoNine's solution

936.
825E
Minimal Labels · Tutorial
Quality: 4,309 global accepts · Rating: 2300 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
CirnoNine's solution

937.
451E
Devu and Flowers · Tutorial
Quality: 4,544 global accepts · Rating: 2300 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory
CirnoNine's solution

938.
1188B
Count Pairs · Tutorial
Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory, two pointers
CirnoNine's solution

939.
713C
Sonya and Problem Wihtout a Legend · Tutorial
Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings
CirnoNine's solution

940.
2035E
Monster · Tutorial
Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
CirnoNine's solution

941.
1912G
Great City Saint Petersburg · Tutorial
Quality: 588 global accepts · Rating: 2400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
CirnoNine's solution

942.
2097C
Bermuda Triangle · Tutorial
Quality: 1,024 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

CirnoNine's solution

943.
2205F
Simons and Reconstructing His Roads · Tutorial
Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs
CirnoNine's solution

944.
2193H
Remove the Grail Tree · Tutorial
Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees
CirnoNine's solution

945.
1202E
You Are Given Some Strings... · Tutorial
Quality: 2,766 global accepts · Rating: 2400 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, string suffix structures, strings
CirnoNine's solution

946.
2181G
Greta's Game · Tutorial
Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math
CirnoNine's solution

947.
2176F
Omega Numbers · Tutorial
Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
CirnoNine's solution

948.
2176E
Remove at the lowest cost · Tutorial
Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees
CirnoNine's solution

949.
2174C1
Beautiful Patterns (Easy Version) · Tutorial
Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
CirnoNine's solution

950.
2157F
Git Gud · Tutorial
Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
CirnoNine's solution

951.
2169E
Points Selection · Tutorial
Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
CirnoNine's solution

952.
2161E
Left is Always Right · Tutorial

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
CirnoNine's solution

953.
2153E
Zero Trailing Factorial · Tutorial
Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
CirnoNine's solution

954.
2143E
Make Good · Tutorial
Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
CirnoNine's solution

955.
449D
Jzzhu and Numbers · Tutorial
Quality: 6,141 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
CirnoNine's solution

956.
2122D
Traffic Lights · Tutorial
Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
CirnoNine's solution

957.
1874B
Jellyfish and Math · Tutorial
Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
CirnoNine's solution

958.
1848F
Vika and Wiki · Tutorial
Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
CirnoNine's solution

959.
1093E
Intersection of Permutations · Tutorial
Quality: 1,861 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
CirnoNine's solution

960.
1957E
Carousel of Combinations · Tutorial
Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
CirnoNine's solution

961.
2084E
Blossom · Tutorial
Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
CirnoNine's solution

962.
2086E
Zebra-like Numbers · Tutorial
Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
CirnoNine's solution

963.
2041F
Segmentation Folds · Tutorial
Quality: 508 global accepts · Rating: 2400 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory
CirnoNine's solution

964.
1638E
Colorful Operations · Tutorial
Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation
CirnoNine's solution

965.
1826E
Walk the Runway · Tutorial
Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings
CirnoNine's solution

966.
2063F1
Counting Is Not Fun (Easy Version) · Tutorial
Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
CirnoNine's solution

967.
2211E
Minimum Path Cover · Tutorial
Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
CirnoNine's solution

968.
1354F
Summoning Minions · Tutorial
Quality: 1,477 global accepts · Rating: 2500 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings
CirnoNine's solution

969.
1917E
Construct Matrix · Tutorial
Quality: 1,629 global accepts · Rating: 2500 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
CirnoNine's solution

970.
2201D
Binary Not Search and Queries · Tutorial
Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
CirnoNine's solution

971.
2196D
Double Bracket Sequence · Tutorial
Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression

parsing, flows, greedy, strings
CirnoNine's solution

972.
2185H
BattleCows 2 · Tutorial
Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
CirnoNine's solution

973.
2190D
Prufer Vertex · Tutorial
Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
CirnoNine's solution

974.
2183F
Jumping Man · Tutorial
Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
CirnoNine's solution

975.
2182F2
Christmas Reindeer (hard version) · Tutorial
Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
CirnoNine's solution

976.
156D
Clues · Tutorial
Quality: 2,036 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs
CirnoNine's solution

977.
2174C2
Beautiful Patterns (Hard Version) · Tutorial
Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
CirnoNine's solution

978.
2163D2
Diadrash (Hard Version) · Tutorial
Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings
CirnoNine's solution

979.
2144E2
Looking at Towers (difficult version) · Tutorial
Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
CirnoNine's solution

980.
2156E
Best Time to Buy and Sell Stock · Tutorial
Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy
CirnoNine's solution

981.
2159D1
Inverse Minimum Partition (Easy Version) · Tutorial
Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
CirnoNine's solution

982.
1037F
Maximum Reduction · Tutorial
Quality: 1,273 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math
CirnoNine's solution

983.
2140E2
Prime Gaming (Hard Version) · Tutorial
Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
CirnoNine's solution

984.
2135D2
From the Unknown (Hard Version) · Tutorial
Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math
CirnoNine's solution

985.
2133E
I Yearned For The Mines · Tutorial
Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
CirnoNine's solution

986.
2125E
Sets of Complementary Sums · Tutorial
Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
CirnoNine's solution

987.
2048F
Kevin and Math Class · Tutorial
Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
CirnoNine's solution

988.
594D
REQ · Tutorial
Quality: 2,019 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory
CirnoNine's solution

989.
2057E2
Another Exercise on Graphs (hard version) · Tutorial
Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
CirnoNine's solution

990.
2035F
Tree Operations · Tutorial

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
CirnoNine's solution

991.
2200H
Six Seven · Tutorial
Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees
CirnoNine's solution

992.
2188F
Cool Problem · Tutorial
Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math
CirnoNine's solution

993.
2173F
Isla's Memory Thresholds · Tutorial
Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math
CirnoNine's solution

994.
2170F
Build XOR on a Segment · Tutorial
Quality: 780 global accepts · Rating: 2600 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
CirnoNine's solution

995.
2150E1
Hidden Single (Version 1) · Tutorial
Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
CirnoNine's solution

996.
2122E
Greedy Grid Counting · Tutorial
Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
CirnoNine's solution

997.
2204G
Grid Path · Tutorial
Quality: 407 global accepts · Rating: 2700 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices
CirnoNine's solution

998.
827E
Rusty String · Tutorial
Quality: 1,219 global accepts · Rating: 2700 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, strings
CirnoNine's solution

999.
2169F
Subsequence Problem · Tutorial
Quality: 335 global accepts · Rating: 2700 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
CirnoNine's solution

1000.
1553G
Common Divisor Graph · Tutorial

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
CirnoNine's solution

1001.
2063F2
Counting Is Not Fun (Hard Version) · Tutorial
Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
CirnoNine's solution

1002.
2174F
Mosaic Tree · Tutorial
Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees
CirnoNine's solution

1003.
1442D
Sum · Tutorial
Quality: 2,918 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy
CirnoNine's solution

1004.
2052I
Incompetent Delivery Guy · Tutorial
Quality: 152 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
CirnoNine's solution

1005.
2068E
Porto Vs. Benfica · Tutorial
Quality: 369 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths
CirnoNine's solution

1006.
2201E
ABBA Counting · Tutorial
Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings
CirnoNine's solution

1007.
2152H1
Victorious Coloring (Easy Version) · Tutorial
Quality: 615 global accepts · Rating: 2900 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy
CirnoNine's solution

1008.
755G
PolandBall and Many Other Balls · Tutorial
Quality: 1,024 global accepts · Rating: 3200 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
CirnoNine's solution

1009.
623E
Transforming Sequence · Tutorial
Quality: 614 global accepts · Rating: 3300 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
CirnoNine's solution

1010.
2227G
Drowning · Tutorial

Quality: 1,336 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math
CirnoNine's solution

1011.
2227H
Fallen Leaves · Tutorial
Quality: 985 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
CirnoNine's solution

1012.
2227F
It Just Keeps Going Sideways · Tutorial
Quality: 2,833 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math
CirnoNine's solution

1013.
2227E
It All Went Sideways · Tutorial
Quality: 6,215 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
CirnoNine's solution

1014.
2227D
Palindromex · Tutorial
Quality: 8,908 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers
CirnoNine's solution

1015.
2227C
Snowfall · Tutorial
Quality: 15,360 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
CirnoNine's solution

1016.
2227B
Party Monster · Tutorial
Quality: 18,417 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
CirnoNine's solution

1017.
2227A
Koshary · Tutorial
Quality: 19,872 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
CirnoNine's solution

1018.
2219C
Coloring a Red Black Tree · Tutorial
Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
CirnoNine's solution

1019.
2219B2
Unique Values (Hard version) · Tutorial
Quality: 3,214 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
CirnoNine's solution

1020.
2219B1
Unique Values (Easy version) · Tutorial

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
CirnoNine's solution

1021.
2219A
Grid L · Tutorial
Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
CirnoNine's solution

1022.
106416G
GATA-CAT · Tutorial
Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1023.
106416I
Inversion Game · Tutorial
Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1024.
106416B
Booksort · Tutorial
Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1025.
106416J
Jaime's Palace · Tutorial
Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1026.
106416E
Eye Exam · Tutorial
Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1027.
106263F
>v< · Tutorial
Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1028.
106263D
Nuit Sans La Soleil · Tutorial
Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1029.
106263E
construction is 2 hard 4 me · Tutorial
Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1030.
106263J
bKe · Tutorial
Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1031.
106263G
\·jXw„pÖlgœn8b
Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1032.
106263H
SCNU LOGO · Tutorial
Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1033.
106263I
SC·S[·Sïh¦
Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1034.
106263C
V[rOS·)
Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1035.
106263B
\·jXw„TlÕ[•wó
Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1036.
106263A
gugugaga · Tutorial
Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1037.
106290C
~¦ep8b
Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1038.
105459L
A Game On Tree · Tutorial
Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1039.
2168C
Intercepting Butterflies · Tutorial
Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
CirnoNine's solution

1040.
2168B
Locate · Tutorial
Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
CirnoNine's solution

1041.
2168A2
Encode and Decode (Hard Version) · Tutorial
Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication,

interactive, math
CirnoNine's solution

1042.
2168A1
Encode and Decode (Easy Version) · Tutorial
Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive
CirnoNine's solution

1043.
103446I
Steadily Growing Steam · Tutorial
Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1044.
103202C
Mean Streets of Gadgetzan · Tutorial
Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1045.
103202H
The Boomsday Project · Tutorial
Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1046.
103202K
Scholomance Academy · Tutorial
Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1047.
103202D
Journey to Un'Goro · Tutorial
Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1048.
103202M
United in Stormwind · Tutorial
Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1049.
103202I
Rise of Shadows · Tutorial
Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1050.
103202F
Kobolds and Catacombs · Tutorial
Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1051.
103202G
The Witchwood · Tutorial
Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1052.
104976B
Festival Decorating · Tutorial

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1053.
106030A
NXÿÿ¼'bÉQýepÿ IBTŒ
Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1054.
103427G
Encoded Strings II · Tutorial
Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1055.
103427I
Linear Fractional Transformation · Tutorial
Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1056.
103427H
Line Graph Matching · Tutorial
Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1057.
103427L
Perfect Matchings · Tutorial
Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1058.
103427B
Bitwise Exclusive-OR Sequence · Tutorial
Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1059.
103427J
Luggage Lock · Tutorial
Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1060.
103427F
Encoded Strings I · Tutorial
Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1061.
103427E
Edward Gaming, the Champion · Tutorial
Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1062.
103470E
Paimon Segment Tree · Tutorial
Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1063.
103470D
Paimon Sorting · Tutorial
Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

CirnoNine's solution

1064.
`103470H`
Crystalfly · Tutorial
Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1065.
`103470J`
Xingqiu's Joke · Tutorial
Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1066.
`103470C`
Klee in Solitary Confinement · Tutorial
Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1067.
`103470M`
Windblume Festival · Tutorial
Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1068.
`103470A`
Oops, It's Yesterday Twice More · Tutorial
Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1069.
`104857D`
Balanced Array · Tutorial
Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1070.
`105578G`
Guess the Polygon · Tutorial
Rating: — · first AC: 2025-09-03 · PyPy 3-64 (first AC) · Tags: —
CirnoNine's solution

1071.
`105540H`
Strength · Tutorial
Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1072.
`105540D`
The Emperor · Tutorial
Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1073.
`105540E`
The Chariot · Tutorial
Rating: — · first AC: 2025-09-02 · PyPy 3-64 (first AC) · Tags: —
CirnoNine's solution

1074.
`105540I`
The Hanged Man · Tutorial
Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

CirnoNine's solution

1075.
105540F
The Hermit · Tutorial
Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1076.
105540J
Temperance · Tutorial
Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1077.
105540B
The Magician · Tutorial
Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1078.
105540A
The Fool · Tutorial
Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1079.
105632C
Middle Point · Tutorial
Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1080.
105891H
candy · Tutorial
Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1081.
105891M
Nightmare · Tutorial
Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1082.
105891F
LOCK S · Tutorial
Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1083.
105891E
Printer · Tutorial
Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1084.
105891D
Stock · Tutorial
Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1085.
105891K
Welfare · Tutorial
Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

CirnoNine's solution

1086.
105891G
student · Tutorial
Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1087.
105891J
Win · Tutorial
Rating: — · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: —
CirnoNine's solution

1088.
105891L
easy · Tutorial
Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1089.
105891C
gcd · Tutorial
Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1090.
105891A
Color · Tutorial
Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1091.
105945C
Cutting Cards · Tutorial
Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1092.
105945I
Team Naming · Tutorial
Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1093.
105945K
Typewriter · Tutorial
Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1094.
105945A
Matrix Game · Tutorial
Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1095.
105945H
Loose Subsequences · Tutorial
Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1096.
105945J
Puzzle Competition · Tutorial
Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1097.
105945G
Monetary System · Tutorial
Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1098.
105945F
Ranking Prediction · Tutorial
Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1099.
105945D
Spell Generation · Tutorial
Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1100.
103388A
Assigning Prizes · Tutorial
Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1101.
105930K
Path Planning 2 · Tutorial
Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1102.
105930I
Square Puzzle · Tutorial
Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1103.
105930H
Minimum Spanning Tree · Tutorial
Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1104.
105930A
Project Management · Tutorial
Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1105.
105930E
Greatest Common Divisor · Tutorial
Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1106.
105930G
Assembly Line · Tutorial
Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1107.
105930D
Distributed System · Tutorial
Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

CirnoNine's solution

1108.
105930L
Stella · Tutorial
Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1109.
105949K
Point Divide and Conquer · Tutorial
Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1110.
105949C
Optimal Time · Tutorial
Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1111.
105949J
Sichuan Provincial Contest · Tutorial
Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1112.
105949H
Hututu · Tutorial
Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1113.
105949F
Inversion Pairs · Tutorial
Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1114.
105949A
Minimum Product · Tutorial
Rating: — · first AC: 2025-06-09 · last AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1115.
105949I
Essentially Different Suffixes · Tutorial
Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1116.
105992B
[¡R$ Tutorial
Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1117.
105992C
™z[P Tutorial
Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1118.
105992K
y^TNKNbK Tutorial
Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

CirnoNine's solution

1119.
105992A
^•R Tutorial
Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1120.
105992J
u;W Tutorial
Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1121.
105992I
w Tutorial
Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1122.
105992E
Djangle v„epcia Tutorial -Óg„
Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1123.
105992M
›TÕÕ•€ h8 Tutorial
Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1124.
105992G
we-5 Tutorial
Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1125.
105992D
N b SZ Tutorial
Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1126.
105992H
V b 112.5 Tutorial
Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1127.
105977F
^ TJbXRMl¿ Tutorial
Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1128.
105977I
Rrp' Tutorial
Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1129.
105977H
–¾Nåc8R6v„nÑg•pk{- Tutorial
Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

CirnoNine's solution

1130.
105977E
Sa‹ŁnŠb · Tutorial
Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1131.
105977C
N-ŒMep · Tutorial
Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1132.
105977L
Oˆep · Tutorial
Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1133.
105977J
g„•Y‘ThN ‘Ñ · Tutorial
Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1134.
105977K
VERTeX · Tutorial
Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1135.
105977G
p’ŒšŒK · Tutorial
Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1136.
105977M
•ôŒ” · Tutorial
Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1137.
105922A
Genius Cirno's Genius Computer · Tutorial
Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1138.
105922I
Black and White Coloring · Tutorial
Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1139.
105922B
Triangle Uika · Tutorial
Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1140.
105922L
Good Matrix · Tutorial
Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

CirnoNine's solution

1141.
105922H
Another Palindromes Problem · Tutorial
Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1142.
105922C
SSPPSPSP · Tutorial
Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1143.
105922G
Rock-Paper-Scissors · Tutorial
Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1144.
105922D
Coprime · Tutorial
Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1145.
105922J
Odd-Even Game · Tutorial
Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1146.
105922F
Ever Forever · Tutorial
Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1147.
105941L
Astral Decay · Tutorial
Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1148.
105941K
Ring Trick II · Tutorial
Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1149.
105924B
N Tutorial
Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1150.
105924E
h Tutorial
Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1151.
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Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

CirnoNine's solution

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CirnoNine's solution

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CirnoNine's solution

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1163.

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1164.

105909E

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1165.

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1167.

105909J

Generate 01 String · Tutorial

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1168.

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

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105909K

UNOÿ Tutorial

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1170.

105909H

What is all you need? · Tutorial

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1171.

105901J

Dictionary · Tutorial

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1172.

105901F

Knapsack · Tutorial

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1173.

105901G

Path Summing Problem · Tutorial

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1174.
105901L
Subsequence · Tutorial
Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1175.
105901I
Bingo 3 · Tutorial
Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1176.
105901A
Problem Setting · Tutorial
Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1177.
104857I
Linguistics Puzzle · Tutorial
Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1178.
104857J
Takeout Delivering · Tutorial
Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1179.
104857C
Cyclic Substrings · Tutorial
Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1180.
104857G
Streak Manipulation · Tutorial
Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1181.
104857E
Matrix Distances · Tutorial
Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1182.
104857F
Colorful Balloons · Tutorial
Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1183.
105851J
VÛ¸N¹Qe Tutorial
Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1184.
105851H
LinkN¾e-5-dlÕ Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1185.
105851I
g \ LCM · Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1186.
105851E
^ •nWAP · Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1187.
105851G
„Spork¼˜ · Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1188.
105851C
x x · Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1189.
105851A
R –d01n2 · Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1190.
105535C
Confusion · Tutorial
Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1191.
104651A
Almost Prefix Concatenation · Tutorial
Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1192.
104651J
Find the Gap · Tutorial
Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1193.
104651E
Robot Experiment · Tutorial
Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1194.
105471A
An Easy Geometry Problem · Tutorial
Rating: — · first AC: 2025-02-26 · last AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1195.
105471E
Dominating Point · Tutorial
Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1196.
105471H
Elimination Series Once More · Tutorial
Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1197.
105471G
An Easy Math Problem · Tutorial
Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1198.
105471N
Python Program · Tutorial
Rating: — · first AC: 2025-02-26 · PyPy 3-64 (first AC) · Tags: —
CirnoNine's solution

1199.
105505I
Inversion Insight · Tutorial
Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1200.
105394E
Even Odd Game · Tutorial
Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1201.
105394D
Dark Alley · Tutorial
Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1202.
105394C
Copycat Catcher · Tutorial
Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1203.
105394I
Interference · Tutorial
Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1204.
105394B
Bookshelf Bottleneck · Tutorial
Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1205.
105394K
Kitten of Chaos · Tutorial
Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1206.
105394M
Musical Mending · Tutorial
Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1207.
105394A
Alien Attack 2 · Tutorial
Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1208.
105505G
Grand Glory Race · Tutorial
Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1209.
105505E
Evereth Expedition · Tutorial
Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1210.
105505J
Jigsaw of Shadows · Tutorial
Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1211.
105505K
Kool Strings · Tutorial
Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1212.
105505F
Finding Privacy · Tutorial
Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1213.
105505A
Append and Panic! · Tutorial
Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1214.
105657F
Fuzzy Ranking · Tutorial
Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1215.
105657B
Barkley III · Tutorial
Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1216.
105657H
Heavy-light Decomposition · Tutorial
Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1217.
105657M
Make It Divisible · Tutorial
Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1218.
105657E
Elevator II · Tutorial
Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1219.
105657A
AUS · Tutorial
Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1220.
105657K
Kind of Bingo · Tutorial
Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1221.
105158A
Once In My Life · Tutorial
Rating: — · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1222.
105158D
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Rating: — · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1223.
105631F
Finding Maxi-strings · Tutorial
Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1224.
105631J
Jazz Music from the Er-th · Tutorial
Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1225.
105631C
Contest Reactions · Tutorial
Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1226.
105631K
King of Card Games · Tutorial
Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1227.
105631L
LCM and GCD · Tutorial
Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1228.
105631D
Depths of Cities · Tutorial
Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1229.
105631E
Erasing Numbers · Tutorial
Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1230.
105631A
Anniversary Celebration · Tutorial
Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1231.
104008J
Permutation Puzzle · Tutorial
Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1232.
104008L
Largest Unique Wins · Tutorial
Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1233.
104008E
Draw a triangle · Tutorial
Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1234.
104008C
Array Concatenation · Tutorial
Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1235.
104008M
Youth Finale · Tutorial
Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1236.
104008A
Lily · Tutorial
Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1237.
105385D
Hero of the Kingdom · Tutorial
Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1238.
105385J
Colorful Spanning Tree · Tutorial
Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1239.
105385C
Colorful Segments 2 · Tutorial
Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

CirnoNine's solution

1240.
105385F
Divide the Sequence · Tutorial
Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1241.
105385K
Matrix · Tutorial
Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1242.
105385I
Left Shifting · Tutorial
Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1243.
105385A
Printer · Tutorial
Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1244.
105588G
GCD · Tutorial
Rating: — · first AC: 2024-12-10 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1245.
105588C
Coin · Tutorial
Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1246.
105588L
Last Chance: Threads of Despair · Tutorial
Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1247.
105588J
Just another Sorting Problem · Tutorial
Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1248.
105588M
Matrix Construction · Tutorial
Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1249.
105588H
Horizon Scanning · Tutorial
Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1250.
104768C
Master of Both IV · Tutorial
Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1251.
104768B
The Game · Tutorial
Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1252.
104768K
Randias Permutation Task · Tutorial
Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1253.
104768I
Barkley II · Tutorial
Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1254.
104768M
Flipping Cards · Tutorial
Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1255.
104768G
Hard Brackets Problem · Tutorial
Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1256.
104891A
(-1,1)-Sumplete · Tutorial
Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1257.
104891I
Refresher into Midas · Tutorial
Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1258.
104891J
Teleportation · Tutorial
Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1259.
104172L
Permutation Compression · Tutorial
Rating: — · first AC: 2024-11-26 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1260.
104172E
Goose, Goose, DUCK? · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1261.
104172A
TreeScript · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1262.
104172K
Maximum GCD · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1263.
104172H
Another Goose Goose Duck Problem · Tutorial
Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1264.
104160F
Half Mixed · Tutorial
Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1265.
104160L
Tavern Chess · Tutorial
Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1266.
104160C
Clamped Sequence · Tutorial
Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1267.
104160D
DRX vs. T1 · Tutorial
Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1268.
104821A
Cool, It's Yesterday Four Times More · Tutorial
Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1269.
104821F
Equivalent Rewriting · Tutorial
Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1270.
104821C
Primitive Root · Tutorial
Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1271.
104821G
Knapsack · Tutorial
Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1272.
104821I
Counter · Tutorial
Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

CirnoNine's solution

1273.
105459K
Farm Management · Tutorial
Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1274.
105459J
New Energy Vehicle · Tutorial
Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1275.
105459G
Welcome to Join the Online Meeting! · Tutorial
Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1276.
105459C
Giving Directions in Harbin · Tutorial
Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1277.
105459M
Weird Ceiling · Tutorial
Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
CirnoNine's solution

1278.
105481G
˜~Tutorial
Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
CirnoNine's solution

1279.
105481D
•ý Tutorial
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1313.
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