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Unique solved — DeMen100ns

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

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Filters: none

Count: 1,784

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,694 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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2.

2183A

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

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3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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4.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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5.

2180A

[Carnival Wheel](#) · [Tutorial](#)

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6.

2157A

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7.

2164A

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8.

2161A

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9.

2152A

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

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10.

2147A

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11.

2144A

[Cut the Array](#) · [Tutorial](#)

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12.

2122A

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13.

2124A

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14.

2104A

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15.

2096A

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16.

721A

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17.

1270A

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18.

2069A

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19.

1498A

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20.

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21.

2044C

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22.

1821A

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23.

629A

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24.

1823A

[A-characteristic](#) · [Tutorial](#)

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25.

2030B

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26.

2061A

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27.

2057A

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2048A

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29.

2001B

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30.

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31.

1994A

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32.

1975A

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33.

1930A

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34.

1929B

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35.

1929A

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36.

1928A

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37.

1927A

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38.

1918A

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39.

231A

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40.

1919B

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41.

1919A

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42.

1915A

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43.

1916A

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44.

1909A

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45.

1912L

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46.

1903A

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47.

1896A

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48.

1765B

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1870A

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51.

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52.

1842A

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53.

1805B

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54.

1805A

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55.

1810B

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56.

1810A

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1798A

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58.

1809A

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59.

1799A

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60.

1776A

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1787A

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1780A

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1782A

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64.

1779A

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65.

1060A

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66.

1731A

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67.

1763A

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68.

1767B

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69.

1767A

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70.

1762A

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71.

1766A

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72.

1773F

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73.

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74.

1746A

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75.

1739A

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76.

1734B

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77.

1734A

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78.

1733A

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79.

1728B

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80.

1728A

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81.

1721A

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82.

1715A

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83.

1720B

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84.

1712B

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

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85.

1712A

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86.

1716B

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87.

1716A

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88.

1709A

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89.

1708A

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90.

1701B

[Permutation](#) · [Tutorial](#)

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

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91.

1701A

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92.

1694A

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93.

1697A

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94.

1691A

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Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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95.

1681B

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Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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96.

1681A

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97.

1684B

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98.

1684A

[Digit Minimization](#) · [Tutorial](#)

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99.

1680B

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100.

1680A

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101.

1678B1

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

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

102.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

103.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[DeMen100ns's solution](#)

104.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[DeMen100ns's solution](#)

105.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

106.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,485 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[DeMen100ns's solution](#)

107.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,555 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[DeMen100ns's solution](#)

108.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,569 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

109.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[DeMen100ns's solution](#)

110.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

111.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

112.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[DeMen100ns's solution](#)

113.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[DeMen100ns's solution](#)

114.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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115.

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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116.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DeMen100ns's solution](#)

117.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

118.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,312 global accepts · Rating: 800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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119.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

120.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[DeMen100ns's solution](#)

121.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[DeMen100ns's solution](#)

122.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[DeMen100ns's solution](#)

123.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[DeMen100ns's solution](#)

124.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[DeMen100ns's solution](#)

125.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

126.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

127.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[DeMen100ns's solution](#)

128.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[DeMen100ns's solution](#)

129.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

130.

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[DeMen100ns's solution](#)

131.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[DeMen100ns's solution](#)

132.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

133.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[DeMen100ns's solution](#)

134.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[DeMen100ns's solution](#)

135.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[DeMen100ns's solution](#)

136.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[DeMen100ns's solution](#)

137.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[DeMen100ns's solution](#)

138.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[DeMen100ns's solution](#)

139.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,277 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[DeMen100ns's solution](#)

140.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[DeMen100ns's solution](#)

141.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[DeMen100ns's solution](#)

142.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2021-09-06 · PyPy 3 (first AC) · Tags: geometry, greedy, math, number theory
[DeMen100ns's solution](#)

143.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[DeMen100ns's solution](#)

144.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[DeMen100ns's solution](#)

145.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,969 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[DeMen100ns's solution](#)

146.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[DeMen100ns's solution](#)

147.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[DeMen100ns's solution](#)

148.

755A

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

Quality: 19,787 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory
[DeMen100ns's solution](#)

149.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[DeMen100ns's solution](#)

150.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[DeMen100ns's solution](#)

151.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,983 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

152.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[DeMen100ns's solution](#)

153.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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154.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,059 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

155.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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156.

1527A

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Quality: 41,908 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

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157.

1525A

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Quality: 27,003 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DeMen100ns's solution](#)

158.

1515A

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Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[DeMen100ns's solution](#)

159.

1519B

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Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[DeMen100ns's solution](#)

160.

1519A

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Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[DeMen100ns's solution](#)

161.

1517A

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Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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162.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DeMen100ns's solution](#)

163.

1514A

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Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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164.

1511A

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Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DeMen100ns's solution](#)

165.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

166.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[DeMen100ns's solution](#)

167.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,100 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

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168.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DeMen100ns's solution](#)

169.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,032 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[DeMen100ns's solution](#)

170.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-23 · PyPy 3 (first AC) · Tags: math

[DeMen100ns's solution](#)

171.

1480A

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

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · PyPy 3 (first AC) · Tags: games, greedy, strings

[DeMen100ns's solution](#)

172.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,015 global accepts · Rating: 800 · first AC: 2021-01-28 · PyPy 3 (first AC) · Tags: brute force, greedy

[DeMen100ns's solution](#)

173.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DeMen100ns's solution](#)

174.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,853 global accepts · Rating: 800 · first AC: 2021-01-04 · PyPy 3 (first AC) · Tags: dp, greedy, math

[DeMen100ns's solution](#)

175.

1472A

[Cards for Friends](#) · [Tutorial](#)

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176.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · PyPy 3 (first AC) · Tags: dp, greedy

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177.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

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178.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 800 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[DeMen100ns's solution](#)

179.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[DeMen100ns's solution](#)

180.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

[DeMen100ns's solution](#)

181.

1453A

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

Quality: 24,281 global accepts · Rating: 800 · first AC: 2020-12-04 · PyPy 3 (first AC) · Tags: implementation

[DeMen100ns's solution](#)

182.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · PyPy 3 (first AC) · Tags: math, number theory

[DeMen100ns's solution](#)

183.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DeMen100ns's solution](#)

184.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · PyPy 3 (first AC) · Tags: math

[DeMen100ns's solution](#)

185.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · PyPy 3 (first AC) · Tags: implementation, math

[DeMen100ns's solution](#)

186.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-27 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[DeMen100ns's solution](#)

187.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: math

[DeMen100ns's solution](#)

188.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2020-10-22 · PyPy 3 (first AC) · Tags: implementation, math

[DeMen100ns's solution](#)

189.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2020-10-22 · PyPy 3 (first AC) · Tags: brute force

[DeMen100ns's solution](#)

190.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2020-10-22 · PyPy 3 (first AC) · Tags: implementation, strings

[DeMen100ns's solution](#)

191.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: greedy, implementation

[DeMen100ns's solution](#)

192.

1433A

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

Quality: 62,661 global accepts · Rating: 800 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: implementation, math

[DeMen100ns's solution](#)

193.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · PyPy 3 (first AC) · Tags: math

[DeMen100ns's solution](#)

194.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 800 · first AC: 2020-10-11 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[DeMen100ns's solution](#)

195.

1405A

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

Quality: 21,908 global accepts · Rating: 800 · first AC: 2020-09-06 · PyPy 3 (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

196.

1409A

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

Quality: 80,440 global accepts · Rating: 800 · first AC: 2020-09-04 · PyPy 3 (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

197.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-08-30 · PyPy 3 (first AC) · Tags: greedy, strings

[DeMen100ns's solution](#)

198.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · PyPy 3 (first AC) · Tags: constructive algorithms, strings

[DeMen100ns's solution](#)

199.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: games, greedy, sortings

[DeMen100ns's solution](#)

200.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: geometry, math

[DeMen100ns's solution](#)

201.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · FPC (first AC) · Tags: brute force, greedy, implementation

[DeMen100ns's solution](#)

202.

1391A

[Suborrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-09 · FPC (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

203.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · FPC (first AC) · Tags: geometry, math

[DeMen100ns's solution](#)

204.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,492 global accepts · Rating: 800 · first AC: 2020-06-21 · FPC (first AC) · Tags: greedy, implementation, math, number theory

[DeMen100ns's solution](#)

205.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · FPC (first AC) · Tags: brute force, greedy, implementation, math

[DeMen100ns's solution](#)

206.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,731 global accepts · Rating: 800 · first AC: 2020-05-24 · FPC (first AC) · Tags: greedy, sortings

[DeMen100ns's solution](#)

207.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2020-05-24 · FPC (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

208.

1347C

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

Rating: 800 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[DeMen100ns's solution](#)

209.

1347A

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

Rating: 800 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special

[DeMen100ns's solution](#)

210.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-05-14 · FPC (first AC) · Tags: greedy, sortings

[DeMen100ns's solution](#)

211.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-14 · FPC (first AC) · Tags: constructive algorithms, greedy, math

[DeMen100ns's solution](#)

212.

1352A

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

Quality: 104,155 global accepts · Rating: 800 · first AC: 2020-05-09 · FPC (first AC) · Tags: implementation, math

[DeMen100ns's solution](#)

213.

1335A

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

Quality: 104,818 global accepts · Rating: 800 · first AC: 2020-04-13 · FPC (first AC) · Tags: math

[DeMen100ns's solution](#)

214.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,395 global accepts · Rating: 800 · first AC: 2020-04-13 · FPC (first AC) · Tags: implementation

[DeMen100ns's solution](#)

215.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,441 global accepts · Rating: 800 · first AC: 2020-04-13 · FPC (first AC) · Tags: greedy, implementation, sortings, strings

[DeMen100ns's solution](#)

216.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,093 global accepts · Rating: 800 · first AC: 2020-04-13 · FPC (first AC) · Tags: implementation

[DeMen100ns's solution](#)

217.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,556 global accepts · Rating: 800 · first AC: 2020-04-13 · FPC (first AC) · Tags: *special, implementation

[DeMen100ns's solution](#)

218.

71A

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

Quality: 503,392 global accepts · Rating: 800 · first AC: 2020-04-13 · FPC (first AC) · Tags: strings

[DeMen100ns's solution](#)

219.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,052 global accepts · Rating: 800 · first AC: 2020-04-13 · FPC (first AC) · Tags: brute force, math

[DeMen100ns's solution](#)

220.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,546 global accepts · Rating: 800 · first AC: 2020-03-31 · FPC (first AC) · Tags: number theory

[DeMen100ns's solution](#)

221.

2178B

[Impost or Sus](#) · [Tutorial](#)

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

[DeMen100ns's solution](#)

222.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[DeMen100ns's solution](#)

223.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[DeMen100ns's solution](#)

224.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[DeMen100ns's solution](#)

225.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[DeMen100ns's solution](#)

226.

11A

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

Quality: 15,497 global accepts · Rating: 900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[DeMen100ns's solution](#)

227.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[DeMen100ns's solution](#)

228.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[DeMen100ns's solution](#)

229.

1779B

[MKnez's Constructive Forces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

230.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

231.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

232.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[DeMen100ns's solution](#)

233.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[DeMen100ns's solution](#)

234.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[DeMen100ns's solution](#)

235.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number

theory

[DeMen100ns's solution](#)

236.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[DeMen100ns's solution](#)

237.

1665B

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

Quality: 32,911 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[DeMen100ns's solution](#)

238.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[DeMen100ns's solution](#)

239.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[DeMen100ns's solution](#)

240.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[DeMen100ns's solution](#)

241.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[DeMen100ns's solution](#)

242.

1610A

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

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

[DeMen100ns's solution](#)

243.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[DeMen100ns's solution](#)

244.

1588A

[Two Arrays](#) · [Tutorial](#)

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

[DeMen100ns's solution](#)

245.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings

[DeMen100ns's solution](#)

246.

1582B

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

Quality: 33,376 global accepts · Rating: 900 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[DeMen100ns's solution](#)

247.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[DeMen100ns's solution](#)

248.

1543B

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

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[DeMen100ns's solution](#)

249.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[DeMen100ns's solution](#)

250.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[DeMen100ns's solution](#)

251.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[DeMen100ns's solution](#)

252.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DeMen100ns's solution](#)

253.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[DeMen100ns's solution](#)

254.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · PyPy 3 (first AC) · Tags: greedy, implementation

[DeMen100ns's solution](#)

255.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[DeMen100ns's solution](#)

256.

1471A

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

Quality: 38,221 global accepts · Rating: 900 · first AC: 2021-01-05 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[DeMen100ns's solution](#)

257.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2020-11-17 · PyPy 3 (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

258.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 900 · first AC: 2020-10-22 · PyPy 3 (first AC) · Tags: implementation

[DeMen100ns's solution](#)

259.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[DeMen100ns's solution](#)

260.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math

[DeMen100ns's solution](#)

261.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · PyPy 3 (first AC) · Tags: math, sortings

[DeMen100ns's solution](#)

262.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · PyPy 3 (first AC) · Tags: math, sortings

[DeMen100ns's solution](#)

263.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,999 global accepts · Rating: 900 · first AC: 2020-09-12 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[DeMen100ns's solution](#)

264.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2020-09-11 · PyPy 3 (first AC) · Tags: brute force, implementation

[DeMen100ns's solution](#)

265.

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

266.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · FPC (first AC) · Tags: games

[DeMen100ns's solution](#)

267.

1347B

[Square?](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[DeMen100ns's solution](#)

268.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · FPC (first AC) · Tags: math

[DeMen100ns's solution](#)

269.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[DeMen100ns's solution](#)

270.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

271.

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[DeMen100ns's solution](#)

272.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[DeMen100ns's solution](#)

273.

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

[DeMen100ns's solution](#)

274.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[DeMen100ns's solution](#)

275.

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

[DeMen100ns's solution](#)

276.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[DeMen100ns's solution](#)

277.

1970A1

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

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[DeMen100ns's solution](#)

278.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[DeMen100ns's solution](#)

279.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[DeMen100ns's solution](#)

280.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[DeMen100ns's solution](#)

281.

1906A

[Easy As ABC](#) · [Tutorial](#)

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

[DeMen100ns's solution](#)

282.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,901 global accepts · Rating: 1000 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[DeMen100ns's solution](#)

283.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[DeMen100ns's solution](#)

284.

1798B

[Three Sevens](#) · [Tutorial](#)

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

[DeMen100ns's solution](#)

285.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[DeMen100ns's solution](#)

286.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[DeMen100ns's solution](#)

287.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[DeMen100ns's solution](#)

288.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

289.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[DeMen100ns's solution](#)

290.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[DeMen100ns's solution](#)

291.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[DeMen100ns's solution](#)

292.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[DeMen100ns's solution](#)

293.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings
[DeMen100ns's solution](#)

294.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[DeMen100ns's solution](#)

295.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[DeMen100ns's solution](#)

296.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[DeMen100ns's solution](#)

297.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
[DeMen100ns's solution](#)

298.

1620B

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

Quality: 31,485 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[DeMen100ns's solution](#)

299.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[DeMen100ns's solution](#)

300.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[DeMen100ns's solution](#)

301.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[DeMen100ns's solution](#)

302.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[DeMen100ns's solution](#)

303.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[DeMen100ns's solution](#)

304.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[DeMen100ns's solution](#)

305.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[DeMen100ns's solution](#)

306.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[DeMen100ns's solution](#)

307.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[DeMen100ns's solution](#)

308.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math
[DeMen100ns's solution](#)

309.

1515B

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

Quality: 27,073 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number

theory

[DeMen100ns's solution](#)

310.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[DeMen100ns's solution](#)

311.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory

[DeMen100ns's solution](#)

312.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[DeMen100ns's solution](#)

313.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[DeMen100ns's solution](#)

314.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · PyPy 3 (first AC) · Tags: brute force, geometry, greedy

[DeMen100ns's solution](#)

315.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[DeMen100ns's solution](#)

316.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2020-10-22 · PyPy 3 (first AC) · Tags: greedy, implementation

[DeMen100ns's solution](#)

317.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[DeMen100ns's solution](#)

318.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[DeMen100ns's solution](#)

319.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,866 global accepts · Rating: 1000 · first AC: 2020-09-14 · PyPy 3 (first AC) · Tags: math

[DeMen100ns's solution](#)

320.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2020-09-11 · PyPy 3 (first AC) · Tags: implementation

[DeMen100ns's solution](#)

321.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2020-09-07 · PyPy 3 (first AC) · Tags: greedy, sortings

[DeMen100ns's solution](#)

322.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · FPC (first AC) · Tags: greedy, implementation, math

[DeMen100ns's solution](#)

323.

1362A

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

Quality: 34,091 global accepts · Rating: 1000 · first AC: 2020-06-04 · FPC (first AC) · Tags: implementation

[DeMen100ns's solution](#)

324.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-15 · Python 3 (first AC) · Tags: math

[DeMen100ns's solution](#)

325.

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

[DeMen100ns's solution](#)

326.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[DeMen100ns's solution](#)

327.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

328.

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

[DeMen100ns's solution](#)

329.

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

[DeMen100ns's solution](#)

330.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[DeMen100ns's solution](#)

331.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[DeMen100ns's solution](#)

332.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[DeMen100ns's solution](#)

333.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[DeMen100ns's solution](#)

334.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[DeMen100ns's solution](#)

335.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[DeMen100ns's solution](#)

336.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[DeMen100ns's solution](#)

337.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[DeMen100ns's solution](#)

338.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[DeMen100ns's solution](#)

339.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[DeMen100ns's solution](#)

340.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[DeMen100ns's solution](#)

341.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[DeMen100ns's solution](#)

342.

1708B

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

Quality: 28,418 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

343.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[DeMen100ns's solution](#)

344.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[DeMen100ns's solution](#)

345.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · Python 3 (first AC) · Tags: implementation

[DeMen100ns's solution](#)

346.

1656B

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

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[DeMen100ns's solution](#)

347.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[DeMen100ns's solution](#)

348.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[DeMen100ns's solution](#)

349.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[DeMen100ns's solution](#)

350.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[DeMen100ns's solution](#)

351.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[DeMen100ns's solution](#)

352.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[DeMen100ns's solution](#)

353.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[DeMen100ns's solution](#)

354.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[DeMen100ns's solution](#)

355.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[DeMen100ns's solution](#)

356.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[DeMen100ns's solution](#)

357.

706B

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

Quality: 84,487 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[DeMen100ns's solution](#)

358.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

359.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[DeMen100ns's solution](#)

360.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[DeMen100ns's solution](#)

361.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,426 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[DeMen100ns's solution](#)

362.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[DeMen100ns's solution](#)

363.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[DeMen100ns's solution](#)

364.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · PyPy 3 (first AC) · Tags: dp, graphs
[DeMen100ns's solution](#)

365.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · PyPy 3 (first AC) · Tags: binary search, math
[DeMen100ns's solution](#)

366.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2020-11-30 · PyPy 3 (first AC) · Tags: constructive algorithms, games, math
[DeMen100ns's solution](#)

367.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · last AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[DeMen100ns's solution](#)

368.

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[DeMen100ns's solution](#)

369.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings
[DeMen100ns's solution](#)

370.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[DeMen100ns's solution](#)

371.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1100 · first AC: 2020-10-22 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[DeMen100ns's solution](#)

372.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, strings

[DeMen100ns's solution](#)

373.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

374.

1409B

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Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[DeMen100ns's solution](#)

375.

1401B

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Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[DeMen100ns's solution](#)

376.

1360C

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Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-05-24 · FPC (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[DeMen100ns's solution](#)

377.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[DeMen100ns's solution](#)

378.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[DeMen100ns's solution](#)

379.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[DeMen100ns's solution](#)

380.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[DeMen100ns's solution](#)

381.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · last AC: 2025-08-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[DeMen100ns's solution](#)

382.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[DeMen100ns's solution](#)

383.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[DeMen100ns's solution](#)

384.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[DeMen100ns's solution](#)

385.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2025-03-10 · Python 3 (first AC) · Tags: implementation, strings

[DeMen100ns's solution](#)

386.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[DeMen100ns's solution](#)

387.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[DeMen100ns's solution](#)

388.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

389.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[DeMen100ns's solution](#)

390.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[DeMen100ns's solution](#)

391.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[DeMen100ns's solution](#)

392.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[DeMen100ns's solution](#)

393.

1909B

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

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[DeMen100ns's solution](#)

394.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[DeMen100ns's solution](#)

395.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[DeMen100ns's solution](#)

396.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[DeMen100ns's solution](#)

397.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[DeMen100ns's solution](#)

398.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[DeMen100ns's solution](#)

399.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[DeMen100ns's solution](#)

400.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

401.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[DeMen100ns's solution](#)

402.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[DeMen100ns's solution](#)

403.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[DeMen100ns's solution](#)

404.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,440 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[DeMen100ns's solution](#)

405.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
[DeMen100ns's solution](#)

406.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[DeMen100ns's solution](#)

407.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings
[DeMen100ns's solution](#)

408.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[DeMen100ns's solution](#)

409.

1657C

[Bracket Sequence Deletion](#) · [Tutorial](#)

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[DeMen100ns's solution](#)

410.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[DeMen100ns's solution](#)

411.

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings
[DeMen100ns's solution](#)

412.

1642C

[Great Sequence](#) · [Tutorial](#)

Quality: 1200 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[DeMen100ns's solution](#)

413.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2022-01-21 · FPC (first AC) · Tags: implementation

[DeMen100ns's solution](#)

414.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[DeMen100ns's solution](#)

415.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[DeMen100ns's solution](#)

416.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[DeMen100ns's solution](#)

417.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[DeMen100ns's solution](#)

418.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[DeMen100ns's solution](#)

419.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[DeMen100ns's solution](#)

420.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[DeMen100ns's solution](#)

421.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[DeMen100ns's solution](#)

422.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[DeMen100ns's solution](#)

423.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[DeMen100ns's solution](#)

424.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[DeMen100ns's solution](#)

425.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[DeMen100ns's solution](#)

426.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[DeMen100ns's solution](#)

427.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[DeMen100ns's solution](#)

428.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,945 global accepts · Rating: 1200 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

429.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,489 global accepts · Rating: 1200 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[DeMen100ns's solution](#)

430.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DeMen100ns's solution](#)

431.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DeMen100ns's solution](#)

432.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[DeMen100ns's solution](#)

433.

1527B1

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

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[DeMen100ns's solution](#)

434.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[DeMen100ns's solution](#)

435.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[DeMen100ns's solution](#)

436.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

437.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[DeMen100ns's solution](#)

438.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[DeMen100ns's solution](#)

439.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · PyPy 3 (first AC) · Tags: dp, games, greedy, sortings

[DeMen100ns's solution](#)

440.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

441.

1437B

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

Quality: 20,855 global accepts · Rating: 1200 · first AC: 2020-10-27 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[DeMen100ns's solution](#)

442.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[DeMen100ns's solution](#)

443.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2020-10-22 · PyPy 3 (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

444.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2020-10-22 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[DeMen100ns's solution](#)

445.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2020-10-22 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[DeMen100ns's solution](#)

446.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar

[DeMen100ns's solution](#)

447.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · PyPy 3 (first AC) · Tags: graphs, implementation

[DeMen100ns's solution](#)

448.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-24 · PyPy 3 (first AC) · Tags: bitmasks, math

[DeMen100ns's solution](#)

449.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[DeMen100ns's solution](#)

450.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[DeMen100ns's solution](#)

451.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-09-07 · PyPy 3 (first AC) · Tags: greedy

[DeMen100ns's solution](#)

452.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[DeMen100ns's solution](#)

453.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-24 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings

[DeMen100ns's solution](#)

454.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-24 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[DeMen100ns's solution](#)

455.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-17 · FPC (first AC) · Tags: binary search, dp, implementation, two pointers

[DeMen100ns's solution](#)

456.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2020-05-16 · FPC (first AC) · Tags: brute force, implementation, math

[DeMen100ns's solution](#)

457.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-09 · FPC (first AC) · Tags: binary search, math

[DeMen100ns's solution](#)

458.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-09 · FPC (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

459.

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[DeMen100ns's solution](#)

460.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[DeMen100ns's solution](#)

461.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[DeMen100ns's solution](#)

462.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[DeMen100ns's solution](#)

463.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[DeMen100ns's solution](#)

464.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu,

graphs, greedy, sortings

[DeMen100ns's solution](#)

465.

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[DeMen100ns's solution](#)

466.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-25 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[DeMen100ns's solution](#)

467.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[DeMen100ns's solution](#)

468.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[DeMen100ns's solution](#)

469.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[DeMen100ns's solution](#)

470.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

471.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[DeMen100ns's solution](#)

472.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[DeMen100ns's solution](#)

473.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[DeMen100ns's solution](#)

474.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DeMen100ns's solution](#)

475.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[DeMen100ns's solution](#)

476.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[DeMen100ns's solution](#)

477.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[DeMen100ns's solution](#)

478.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[DeMen100ns's solution](#)

479.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[DeMen100ns's solution](#)

480.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[DeMen100ns's solution](#)

481.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DeMen100ns's solution](#)

482.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DeMen100ns's solution](#)

483.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, greedy, sortings

[DeMen100ns's solution](#)

484.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2022-01-21 · FPC (first AC) · Tags: dp, implementation

[DeMen100ns's solution](#)

485.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[DeMen100ns's solution](#)

486.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[DeMen100ns's solution](#)

487.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[DeMen100ns's solution](#)

488.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

489.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,816 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[DeMen100ns's solution](#)

490.

1603A

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

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

[DeMen100ns's solution](#)

491.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[DeMen100ns's solution](#)

492.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[DeMen100ns's solution](#)

493.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[DeMen100ns's solution](#)

494.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

495.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[DeMen100ns's solution](#)

496.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2021-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[DeMen100ns's solution](#)

497.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · Python 3 (first AC) · Tags: brute force, implementation

[DeMen100ns's solution](#)

498.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, math

[DeMen100ns's solution](#)

499.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[DeMen100ns's solution](#)

500.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[DeMen100ns's solution](#)

501.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[DeMen100ns's solution](#)

502.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: combinatorics, math

[DeMen100ns's solution](#)

503.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy

[DeMen100ns's solution](#)

504.

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · PyPy 3 (first AC) · Tags: greedy, sortings

[DeMen100ns's solution](#)

505.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-09-11 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation

[DeMen100ns's solution](#)

506.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2020-09-08 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory

[DeMen100ns's solution](#)

507.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2020-09-03 · PyPy 3 (first AC) · Tags: greedy

[DeMen100ns's solution](#)

508.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[DeMen100ns's solution](#)

509.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: math

[DeMen100ns's solution](#)

510.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · FPC (first AC) · Tags: dp, graphs, implementation, shortest paths

[DeMen100ns's solution](#)

511.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · FPC (first AC) · Tags: math, number theory

[DeMen100ns's solution](#)

512.

1347D

[Alice, Bob and Candies](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[DeMen100ns's solution](#)

513.

2190B1

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

Quality: 10,684 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

[DeMen100ns's solution](#)

514.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DeMen100ns's solution](#)

515.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[DeMen100ns's solution](#)

516.

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

[DeMen100ns's solution](#)

517.

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

[DeMen100ns's solution](#)

518.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[DeMen100ns's solution](#)

519.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[DeMen100ns's solution](#)

520.

1970C1

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

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[DeMen100ns's solution](#)

521.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[DeMen100ns's solution](#)

522.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[DeMen100ns's solution](#)

523.

1927E

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Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[DeMen100ns's solution](#)

524.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[DeMen100ns's solution](#)

525.

1919C

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Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[DeMen100ns's solution](#)

526.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[DeMen100ns's solution](#)

527.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[DeMen100ns's solution](#)

528.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[DeMen100ns's solution](#)

529.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[DeMen100ns's solution](#)

530.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[DeMen100ns's solution](#)

531.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[DeMen100ns's solution](#)

532.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[DeMen100ns's solution](#)

533.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[DeMen100ns's solution](#)

534.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
[DeMen100ns's solution](#)

535.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[DeMen100ns's solution](#)

536.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[DeMen100ns's solution](#)

537.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[DeMen100ns's solution](#)

538.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[DeMen100ns's solution](#)

539.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[DeMen100ns's solution](#)

540.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[DeMen100ns's solution](#)

541.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[DeMen100ns's solution](#)

542.

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[DeMen100ns's solution](#)

543.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[DeMen100ns's solution](#)

544.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[DeMen100ns's solution](#)

545.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[DeMen100ns's solution](#)

546.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, matrices

[DeMen100ns's solution](#)

547.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[DeMen100ns's solution](#)

548.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[DeMen100ns's solution](#)

549.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[DeMen100ns's solution](#)

550.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2021-12-03 · last AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[DeMen100ns's solution](#)

551.

1606C

[Banknotes](#) · [Tutorial](#)

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

[DeMen100ns's solution](#)

552.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,204 global accepts · Rating: 1400 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[DeMen100ns's solution](#)

553.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[DeMen100ns's solution](#)

554.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[DeMen100ns's solution](#)

555.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DeMen100ns's solution](#)

556.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[DeMen100ns's solution](#)

557.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

dp, greedy, implementation, strings, two pointers

[DeMen100ns's solution](#)

558.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[DeMen100ns's solution](#)

559.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[DeMen100ns's solution](#)

560.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[DeMen100ns's solution](#)

561.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[DeMen100ns's solution](#)

562.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,909 global accepts · Rating: 1400 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[DeMen100ns's solution](#)

563.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[DeMen100ns's solution](#)

564.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[DeMen100ns's solution](#)

565.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[DeMen100ns's solution](#)

566.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · PyPy 3 (first AC) · Tags: binary search, greedy, math, sortings

[DeMen100ns's solution](#)

567.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[DeMen100ns's solution](#)

568.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-24 · PyPy 3 (first AC) · Tags: greedy, math, sortings, two pointers

[DeMen100ns's solution](#)

569.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-21 · FPC (first AC) · Tags: games, math, number theory

[DeMen100ns's solution](#)

570.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-04 · FPC (first AC) · Tags: bitmasks, greedy, math

[DeMen100ns's solution](#)

571.

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

[DeMen100ns's solution](#)

572.

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

[DeMen100ns's solution](#)

573.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,464 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

[DeMen100ns's solution](#)

574.

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

[DeMen100ns's solution](#)

575.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[DeMen100ns's solution](#)

576.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[DeMen100ns's solution](#)

577.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[DeMen100ns's solution](#)

578.

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

[DeMen100ns's solution](#)

579.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[DeMen100ns's solution](#)

580.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[DeMen100ns's solution](#)

581.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

582.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[DeMen100ns's solution](#)

583.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[DeMen100ns's solution](#)

584.

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[DeMen100ns's solution](#)

585.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[DeMen100ns's solution](#)

586.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[DeMen100ns's solution](#)

587.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,559 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[DeMen100ns's solution](#)

588.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[DeMen100ns's solution](#)

589.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[DeMen100ns's solution](#)

590.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[DeMen100ns's solution](#)

591.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[DeMen100ns's solution](#)

592.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[DeMen100ns's solution](#)

593.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[DeMen100ns's solution](#)

594.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[DeMen100ns's solution](#)

595.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · last AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[DeMen100ns's solution](#)

596.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[DeMen100ns's solution](#)

597.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[DeMen100ns's solution](#)

598.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[DeMen100ns's solution](#)

599.

1569C

[Jury Meeting](#) · [Tutorial](#)

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

[DeMen100ns's solution](#)

600.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[DeMen100ns's solution](#)

601.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[DeMen100ns's solution](#)

602.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[DeMen100ns's solution](#)

603.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[DeMen100ns's solution](#)

604.

1526C1

[Potions \(Easy Version\)](#) · [Tutorial](#)

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[DeMen100ns's solution](#)

605.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[DeMen100ns's solution](#)

606.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[DeMen100ns's solution](#)

607.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[DeMen100ns's solution](#)

608.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[DeMen100ns's solution](#)

609.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[DeMen100ns's solution](#)

610.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[DeMen100ns's solution](#)

611.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[DeMen100ns's solution](#)

612.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[DeMen100ns's solution](#)

613.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[DeMen100ns's solution](#)

614.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · PyPy 3 (first AC) · Tags: dp, math, probabilities

[DeMen100ns's solution](#)

615.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[DeMen100ns's solution](#)

616.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[DeMen100ns's solution](#)

617.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[DeMen100ns's solution](#)

618.

1405C

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

Rating: 1500 · first AC: 2020-09-06 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[DeMen100ns's solution](#)

619.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · PyPy 3 (first AC) · Tags: greedy, math

[DeMen100ns's solution](#)

620.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2020-09-03 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[DeMen100ns's solution](#)

621.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-30 · PyPy 3 (first AC) · Tags: brute force, math, number theory, sortings

[DeMen100ns's solution](#)

622.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · FPC (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[DeMen100ns's solution](#)

623.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-10 · PyPy 3 (first AC) · Tags: combinatorics, dp, graphs, math

[DeMen100ns's solution](#)

624.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[DeMen100ns's solution](#)

625.

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

[DeMen100ns's solution](#)

626.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[DeMen100ns's solution](#)

627.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[DeMen100ns's solution](#)

628.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[DeMen100ns's solution](#)

629.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[DeMen100ns's solution](#)

630.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[DeMen100ns's solution](#)

631.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[DeMen100ns's solution](#)

632.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[DeMen100ns's solution](#)

633.

2048D

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

Quality: 8,312 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

[DeMen100ns's solution](#)

634.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[DeMen100ns's solution](#)

635.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[DeMen100ns's solution](#)

636.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[DeMen100ns's solution](#)

637.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[DeMen100ns's solution](#)

638.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[DeMen100ns's solution](#)

639.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[DeMen100ns's solution](#)

640.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[DeMen100ns's solution](#)

641.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[DeMen100ns's solution](#)

642.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[DeMen100ns's solution](#)

643.

1708C

[Doremy's IQ](#) · [Tutorial](#)

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

[DeMen100ns's solution](#)

644.

373C

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[DeMen100ns's solution](#)

645.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[DeMen100ns's solution](#)

646.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[DeMen100ns's solution](#)

647.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[DeMen100ns's solution](#)

648.

1678C

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

Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[DeMen100ns's solution](#)

649.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[DeMen100ns's solution](#)

650.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, strings, two pointers

[DeMen100ns's solution](#)

651.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[DeMen100ns's solution](#)

652.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[DeMen100ns's solution](#)

653.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2022-02-06 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

654.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[DeMen100ns's solution](#)

655.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[DeMen100ns's solution](#)

656.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[DeMen100ns's solution](#)

657.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[DeMen100ns's solution](#)

658.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[DeMen100ns's solution](#)

659.

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[DeMen100ns's solution](#)

660.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[DeMen100ns's solution](#)

661.

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[DeMen100ns's solution](#)

662.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[DeMen100ns's solution](#)

663.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[DeMen100ns's solution](#)

664.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[DeMen100ns's solution](#)

665.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dp
[DeMen100ns's solution](#)

666.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[DeMen100ns's solution](#)

667.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[DeMen100ns's solution](#)

668.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[DeMen100ns's solution](#)

669.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[DeMen100ns's solution](#)

670.

1526C2

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

Quality: 29,763 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[DeMen100ns's solution](#)

671.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[DeMen100ns's solution](#)

672.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[DeMen100ns's solution](#)

673.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[DeMen100ns's solution](#)

674.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[DeMen100ns's solution](#)

675.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation
[DeMen100ns's solution](#)

676.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[DeMen100ns's solution](#)

677.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[DeMen100ns's solution](#)

678.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[DeMen100ns's solution](#)

679.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[DeMen100ns's solution](#)

680.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[DeMen100ns's solution](#)

681.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2021-01-24 · last AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[DeMen100ns's solution](#)

682.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DeMen100ns's solution](#)

683.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[DeMen100ns's solution](#)

684.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[DeMen100ns's solution](#)

685.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DeMen100ns's solution](#)

686.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · PyPy 3 (first AC) · Tags: graphs, greedy, shortest paths, trees

[DeMen100ns's solution](#)

687.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · PyPy 3 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[DeMen100ns's solution](#)

688.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2020-09-05 · PyPy 3 (first AC) · Tags: binary search, greedy, number theory

[DeMen100ns's solution](#)

689.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2020-09-03 · FPC (first AC) · Tags: brute force, implementation

[DeMen100ns's solution](#)

690.

1397C

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

Rating: 1600 · first AC: 2020-08-30 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[DeMen100ns's solution](#)

691.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: data structures, dp, math

[DeMen100ns's solution](#)

692.

1347E

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

Rating: 1600 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[DeMen100ns's solution](#)

693.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[DeMen100ns's solution](#)

694.

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

[DeMen100ns's solution](#)

695.

2159A

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

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[DeMen100ns's solution](#)

696.

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

[DeMen100ns's solution](#)

697.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[DeMen100ns's solution](#)

698.

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

[DeMen100ns's solution](#)

699.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · last AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[DeMen100ns's solution](#)

700.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[DeMen100ns's solution](#)

701.

2124D

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

Quality: 8,109 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[DeMen100ns's solution](#)

702.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[DeMen100ns's solution](#)

703.

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
[DeMen100ns's solution](#)

704.

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
[DeMen100ns's solution](#)

705.

1743D

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

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, probabilities
[DeMen100ns's solution](#)

706.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[DeMen100ns's solution](#)

707.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: hashing, string suffix structures, strings, two pointers
[DeMen100ns's solution](#)

708.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
[DeMen100ns's solution](#)

709.

1970C2

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Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
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710.

1930C

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Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
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711.

1916D

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

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

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712.

1906M

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Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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713.

1903D1

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714.

1896D

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Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

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715.

1893B

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Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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716.

1765D

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717.

1868B1

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718.

1835A

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719.

1810D

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720.

1798C

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721.

1799C

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722.

1776F

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723.

1779D

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724.

1770C

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725.

1731D

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726.

1731C

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727.

1715C

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Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

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728.

1709D

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729.

977F

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730.

1279D

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731.

1687B

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732.

1462E2

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733.

1681D

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734.

1684D

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735.

1678D

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[DeMen100ns's solution](#)

736.

1670D

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Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

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737.

632C

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738.

1661C

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739.

1626C

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1625C

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741.

1621C

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742.

1598D

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743.

1594D

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1581C

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745.

1091D

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746.

106C

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747.

118D

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748.

685A

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749.

1529D

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750.

1239A

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751.

518D

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752.

1422C

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1550C

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754.

1543D1

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755.

1537D

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756.

1516C

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757.

1497E1

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758.

1491C

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759.

1485C

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760.

164A

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761.

1144F

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762.

339D

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763.

1476D

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764.

1474C

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765.

1430D

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766.

1368D

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767.

2196C1

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768.

2187B

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769.

2164D

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Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

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770.

2144D

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771.

2138C1

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772.

186D

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773.

2022C

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774.

2043D

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775.

1981C

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776.

1907F

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777.

2081A

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778.

721C

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Quality: 6,546 global accepts · Rating: 1800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

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779.

1190B

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780.

2033F

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781.

1729E

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782.

1935D

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783.

1970E1

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784.

1965B

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785.

1930D1

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786.

1912K

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787.

1870D

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788.

1852B

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Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

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789.

1852A

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Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

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790.

1805D

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[DeMen100ns's solution](#)

791.

1809D

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[DeMen100ns's solution](#)

792.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[DeMen100ns's solution](#)

793.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[DeMen100ns's solution](#)

794.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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795.

1728D

[Letter Picking](#) · [Tutorial](#)

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[DeMen100ns's solution](#)

796.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · last AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[DeMen100ns's solution](#)

797.

1718A1

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

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798.

1402A

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Quality: 1,354 global accepts · Rating: 1800 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

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799.

1709C

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800.

1225D

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Quality: 10,048 global accepts · Rating: 1800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[DeMen100ns's solution](#)

801.

1691D

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Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

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802.

1678B2

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Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[DeMen100ns's solution](#)

803.

1649D

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Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[DeMen100ns's solution](#)

804.

706D

[Vasily's Multiset · Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

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805.

986B

[Petr and Permutations · Tutorial](#)

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806.

1620C

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807.

1617D1

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808.

1582F1

[Korney Korneevich and XOR \(easy version\) · Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[DeMen100ns's solution](#)

809.

873D

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810.

161D

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811.

1552D

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[DeMen100ns's solution](#)

812.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[DeMen100ns's solution](#)

813.

1556D

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[DeMen100ns's solution](#)

814.

174C

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[DeMen100ns's solution](#)

815.

33C

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Quality: 3,579 global accepts · Rating: 1800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DeMen100ns's solution](#)

816.

1548B

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Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[DeMen100ns's solution](#)

817.

482B

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

Quality: 7,733 global accepts · Rating: 1800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[DeMen100ns's solution](#)

818.

687B

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Quality: 6,849 global accepts · Rating: 1800 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[DeMen100ns's solution](#)

819.

1282C

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Quality: 4,582 global accepts · Rating: 1800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[DeMen100ns's solution](#)

820.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[DeMen100ns's solution](#)

821.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[DeMen100ns's solution](#)

822.

1517D

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Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[DeMen100ns's solution](#)

823.

1491D

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

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[DeMen100ns's solution](#)

824.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,536 global accepts · Rating: 1800 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[DeMen100ns's solution](#)

825.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[DeMen100ns's solution](#)

826.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[DeMen100ns's solution](#)

827.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

828.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[DeMen100ns's solution](#)

829.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-14 · FPC (first AC) · Tags: dp, greedy, sortings

[DeMen100ns's solution](#)

830.

2190B2

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

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[DeMen100ns's solution](#)

831.

2180D

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Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[DeMen100ns's solution](#)

832.

2180C

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Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[DeMen100ns's solution](#)

833.

2165B

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Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[DeMen100ns's solution](#)

834.

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[DeMen100ns's solution](#)

835.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[DeMen100ns's solution](#)

836.

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[DeMen100ns's solution](#)

837.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[DeMen100ns's solution](#)

838.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[DeMen100ns's solution](#)

839.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[DeMen100ns's solution](#)

840.

1749D

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Quality: 6,369 global accepts · Rating: 1900 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[DeMen100ns's solution](#)

841.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[DeMen100ns's solution](#)

842.

1794D

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Quality: 4,486 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[DeMen100ns's solution](#)

843.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[DeMen100ns's solution](#)

844.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[DeMen100ns's solution](#)

845.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[DeMen100ns's solution](#)

846.

2066B

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Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[DeMen100ns's solution](#)

847.

9D

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[DeMen100ns's solution](#)

848.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[DeMen100ns's solution](#)

849.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[DeMen100ns's solution](#)

850.

1970B1

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

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

851.

1970C3

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

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
[DeMen100ns's solution](#)

852.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[DeMen100ns's solution](#)

853.

1928D

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Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
[DeMen100ns's solution](#)

854.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[DeMen100ns's solution](#)

855.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[DeMen100ns's solution](#)

856.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[DeMen100ns's solution](#)

857.

1912D

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Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math
[DeMen100ns's solution](#)

858.

1912A

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Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[DeMen100ns's solution](#)

859.

1906E

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Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp
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860.

1887B

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Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths
[DeMen100ns's solution](#)

861.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings
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862.

1866C

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Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[DeMen100ns's solution](#)

863.

1842D

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864.

1808C

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Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[DeMen100ns's solution](#)

865.

1801C

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Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[DeMen100ns's solution](#)

866.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[DeMen100ns's solution](#)

867.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[DeMen100ns's solution](#)

868.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

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869.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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870.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

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871.

607B

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Quality: 16,317 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

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872.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[DeMen100ns's solution](#)

873.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[DeMen100ns's solution](#)

874.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[DeMen100ns's solution](#)

875.

1701D

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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[DeMen100ns's solution](#)

876.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[DeMen100ns's solution](#)

877.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[DeMen100ns's solution](#)

878.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

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879.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[DeMen100ns's solution](#)

880.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[DeMen100ns's solution](#)

881.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[DeMen100ns's solution](#)

882.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[DeMen100ns's solution](#)

883.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[DeMen100ns's solution](#)

884.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[DeMen100ns's solution](#)

885.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[DeMen100ns's solution](#)

886.

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[DeMen100ns's solution](#)

887.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[DeMen100ns's solution](#)

888.

1569D

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

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

[DeMen100ns's solution](#)

889.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

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890.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, two pointers

[DeMen100ns's solution](#)

891.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[DeMen100ns's solution](#)

892.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[DeMen100ns's solution](#)

893.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DeMen100ns's solution](#)

894.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[DeMen100ns's solution](#)

895.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[DeMen100ns's solution](#)

896.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[DeMen100ns's solution](#)

897.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[DeMen100ns's solution](#)

898.

1527B2

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

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[DeMen100ns's solution](#)

899.

1486C2

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900.

1133F2

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901.

1480D1

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902.

292E

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903.

20C

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904.

61E

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905.

1453D

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Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

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906.

2196C2

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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

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907.

2178E

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908.

2165C

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909.

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

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910.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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911.

1978E

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Quality: 4,609 global accepts · Rating: 2000 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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912.

1931G

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Quality: 3,646 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

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913.

2068J

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Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

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914.

1956D

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Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

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915.

1974G

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Quality: 5,896 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

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916.

2020E

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917.

235B

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[DeMen100ns's solution](#)

918.

896B

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Quality: 2,298 global accepts · Rating: 2000 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

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919.

900D

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920.

1009E

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921.

1696E

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922.

803F

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923.

2061E

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924.

2057D

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925.

2048E

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926.

2041C

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927.

1994E

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928.

1970E2

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929.

1209E1

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930.

1891F

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931.

1903E

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932.

1893C

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933.

501D

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934.

842D

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935.

1830B

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936.

1827B1

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937.

1815B

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938.

797E

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939.

578C

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940.

1770D

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941.

1731E

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942.

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943.

1753C

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944.

1525C

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945.

1733D2

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[DeMen100ns's solution](#)

946.

1726D

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947.

1718B

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948.

1712D

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949.

1716C

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950.

1716D

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951.

1680E

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952.

1665D

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953.

1101D

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954.

1493C

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955.

1610D

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956.

1060E

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957.

533B

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337D

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959.

1566E

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960.

1142B

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961.

1132F

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962.

1288D

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963.

494B

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964.

1223D

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965.

1268B

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966.

615C

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Quality: 2,464 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, trees

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967.

461B

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968.

1438C

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Quality: 11,634 global accepts · Rating: 2000 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

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969.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

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970.

1256F

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971.

1558C

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972.

2B

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973.

242E

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974.

938D

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975.

1536D

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976.

710E

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977.

380C

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978.

432D

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979.

2183E

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[DeMen100ns's solution](#)

980.

2183D2

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981.

2161D

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982.

2159B

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983.

2152E

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984.

2150C

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985.

1771D

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986.

1998D

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987.

1948E

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988.

2124E

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989.

2115B

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990.

1920E

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991.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[DeMen100ns's solution](#)

992.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[DeMen100ns's solution](#)

993.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[DeMen100ns's solution](#)

994.

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[DeMen100ns's solution](#)

995.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, math, number theory

[DeMen100ns's solution](#)

996.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[DeMen100ns's solution](#)

997.

1970D1

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

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[DeMen100ns's solution](#)

998.

1970B2

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

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

999.

1930D2

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

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

[DeMen100ns's solution](#)

1000.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[DeMen100ns's solution](#)

1001.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[DeMen100ns's solution](#)

1002.

1912B

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

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[DeMen100ns's solution](#)

1003.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[DeMen100ns's solution](#)

1004.

1906F

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

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

[DeMen100ns's solution](#)

1005.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[DeMen100ns's solution](#)

1006.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[DeMen100ns's solution](#)

1007.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[DeMen100ns's solution](#)

1008.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[DeMen100ns's solution](#)

1009.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[DeMen100ns's solution](#)

1010.

1000E

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

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2022-09-22 · last AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[DeMen100ns's solution](#)

1011.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[DeMen100ns's solution](#)

1012.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[DeMen100ns's solution](#)

1013.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[DeMen100ns's solution](#)

1014.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[DeMen100ns's solution](#)

1015.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[DeMen100ns's solution](#)

1016.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[DeMen100ns's solution](#)

1017.

1787E

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

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[DeMen100ns's solution](#)

1018.

1790F

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

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[DeMen100ns's solution](#)

1019.

1767C

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

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[DeMen100ns's solution](#)

1020.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[DeMen100ns's solution](#)

1021.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[DeMen100ns's solution](#)

1022.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[DeMen100ns's solution](#)

1023.

1668D

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

Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[DeMen100ns's solution](#)

1024.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[DeMen100ns's solution](#)

1025.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[DeMen100ns's solution](#)

1026.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[DeMen100ns's solution](#)

1027.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[DeMen100ns's solution](#)

1028.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[DeMen100ns's solution](#)

1029.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[DeMen100ns's solution](#)

1030.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[DeMen100ns's solution](#)

1031.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[DeMen100ns's solution](#)

1032.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers

[DeMen100ns's solution](#)

1033.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,532 global accepts · Rating: 2100 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two

pointers

[DeMen100ns's solution](#)

1034.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[DeMen100ns's solution](#)

1035.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[DeMen100ns's solution](#)

1036.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

[DeMen100ns's solution](#)

1037.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[DeMen100ns's solution](#)

1038.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[DeMen100ns's solution](#)

1039.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[DeMen100ns's solution](#)

1040.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[DeMen100ns's solution](#)

1041.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[DeMen100ns's solution](#)

1042.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[DeMen100ns's solution](#)

1043.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2021-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[DeMen100ns's solution](#)

1044.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2100 · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1045.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry

[DeMen100ns's solution](#)

1046.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[DeMen100ns's solution](#)

1047.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[DeMen100ns's solution](#)

1048.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[DeMen100ns's solution](#)

1049.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, trees

[DeMen100ns's solution](#)

1050.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[DeMen100ns's solution](#)

1051.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[DeMen100ns's solution](#)

1052.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[DeMen100ns's solution](#)

1053.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,031 global accepts · Rating: 2100 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

[DeMen100ns's solution](#)

1054.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[DeMen100ns's solution](#)

1055.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[DeMen100ns's solution](#)

1056.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DeMen100ns's solution](#)

1057.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,285 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[DeMen100ns's solution](#)

1058.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[DeMen100ns's solution](#)

1059.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

1060.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[DeMen100ns's solution](#)

1061.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[DeMen100ns's solution](#)

1062.

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[DeMen100ns's solution](#)

1063.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[DeMen100ns's solution](#)

1064.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[DeMen100ns's solution](#)

1065.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

1066.

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

[DeMen100ns's solution](#)

1067.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[DeMen100ns's solution](#)

1068.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[DeMen100ns's solution](#)

1069.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[DeMen100ns's solution](#)

1070.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[DeMen100ns's solution](#)

1071.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[DeMen100ns's solution](#)

1072.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[DeMen100ns's solution](#)

1073.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[DeMen100ns's solution](#)

1074.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp
[DeMen100ns's solution](#)

1075.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
[DeMen100ns's solution](#)

1076.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings
[DeMen100ns's solution](#)

1077.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
[DeMen100ns's solution](#)

1078.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory
[DeMen100ns's solution](#)

1079.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, probabilities, trees
[DeMen100ns's solution](#)

1080.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[DeMen100ns's solution](#)

1081.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
[DeMen100ns's solution](#)

1082.

850C

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

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games
[DeMen100ns's solution](#)

1083.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory
[DeMen100ns's solution](#)

1084.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[DeMen100ns's solution](#)

1085.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[DeMen100ns's solution](#)

1086.

1918E

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

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[DeMen100ns's solution](#)

1087.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[DeMen100ns's solution](#)

1088.

1909F1

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

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

[DeMen100ns's solution](#)

1089.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[DeMen100ns's solution](#)

1090.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[DeMen100ns's solution](#)

1091.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[DeMen100ns's solution](#)

1092.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[DeMen100ns's solution](#)

1093.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[DeMen100ns's solution](#)

1094.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[DeMen100ns's solution](#)

1095.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[DeMen100ns's solution](#)

1096.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[DeMen100ns's solution](#)

1097.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[DeMen100ns's solution](#)

1098.

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[DeMen100ns's solution](#)

1099.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[DeMen100ns's solution](#)

1100.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[DeMen100ns's solution](#)

1101.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[DeMen100ns's solution](#)

1102.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[DeMen100ns's solution](#)

1103.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[DeMen100ns's solution](#)

1104.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2200 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[DeMen100ns's solution](#)

1105.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[DeMen100ns's solution](#)

1106.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[DeMen100ns's solution](#)

1107.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, geometry, trees

[DeMen100ns's solution](#)

1108.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[DeMen100ns's solution](#)

1109.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[DeMen100ns's solution](#)

1110.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[DeMen100ns's solution](#)

1111.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[DeMen100ns's solution](#)

1112.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[DeMen100ns's solution](#)

1113.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, strings

[DeMen100ns's solution](#)

1114.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[DeMen100ns's solution](#)

1115.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[DeMen100ns's solution](#)

1116.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[DeMen100ns's solution](#)

1117.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1118.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[DeMen100ns's solution](#)

1119.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

1120.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[DeMen100ns's solution](#)

1121.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[DeMen100ns's solution](#)

1122.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DeMen100ns's solution](#)

1123.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[DeMen100ns's solution](#)

1124.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[DeMen100ns's solution](#)

1125.

1520G

[To Go Or Not To Go? · Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[DeMen100ns's solution](#)

1126.

617E

[XOR and Favorite Number · Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1127.

86D

[Powerful array · Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[DeMen100ns's solution](#)

1128.

2190C

[Comparable Permutations · Tutorial](#)

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[DeMen100ns's solution](#)

1129.

2180E

[No Effect XOR · Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[DeMen100ns's solution](#)

1130.

2164E

[Journey · Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[DeMen100ns's solution](#)

1131.

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

[DeMen100ns's solution](#)

1132.

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

[DeMen100ns's solution](#)

1133.

1699D

[Almost Triple Deletions · Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[DeMen100ns's solution](#)

1134.

713C

[Sonya and Problem Without a Legend · Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[DeMen100ns's solution](#)

1135.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[DeMen100ns's solution](#)

1136.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[DeMen100ns's solution](#)

1137.

2124F1

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

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[DeMen100ns's solution](#)

1138.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[DeMen100ns's solution](#)

1139.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[DeMen100ns's solution](#)

1140.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[DeMen100ns's solution](#)

1141.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[DeMen100ns's solution](#)

1142.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[DeMen100ns's solution](#)

1143.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[DeMen100ns's solution](#)

1144.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[DeMen100ns's solution](#)

1145.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[DeMen100ns's solution](#)

1146.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[DeMen100ns's solution](#)

1147.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[DeMen100ns's solution](#)

1148.

1970B3

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

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

1149.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

1150.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

1151.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[DeMen100ns's solution](#)

1152.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[DeMen100ns's solution](#)

1153.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[DeMen100ns's solution](#)

1154.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[DeMen100ns's solution](#)

1155.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[DeMen100ns's solution](#)

1156.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1157.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

[DeMen100ns's solution](#)

1158.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[DeMen100ns's solution](#)

1159.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[DeMen100ns's solution](#)

1160.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[DeMen100ns's solution](#)

1161.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[DeMen100ns's solution](#)

1162.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[DeMen100ns's solution](#)

1163.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[DeMen100ns's solution](#)

1164.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[DeMen100ns's solution](#)

1165.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[DeMen100ns's solution](#)

1166.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[DeMen100ns's solution](#)

1167.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[DeMen100ns's solution](#)

1168.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[DeMen100ns's solution](#)

1169.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[DeMen100ns's solution](#)

1170.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle

[DeMen100ns's solution](#)

1171.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[DeMen100ns's solution](#)

1172.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[DeMen100ns's solution](#)

1173.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[DeMen100ns's solution](#)

1174.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[DeMen100ns's solution](#)

1175.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[DeMen100ns's solution](#)

1176.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[DeMen100ns's solution](#)

1177.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[DeMen100ns's solution](#)

1178.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[DeMen100ns's solution](#)

1179.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[DeMen100ns's solution](#)

1180.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[DeMen100ns's solution](#)

1181.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[DeMen100ns's solution](#)

1182.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[DeMen100ns's solution](#)

1183.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[DeMen100ns's solution](#)

1184.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy

[DeMen100ns's solution](#)

1185.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[DeMen100ns's solution](#)

1186.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[DeMen100ns's solution](#)

1187.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[DeMen100ns's solution](#)

1188.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[DeMen100ns's solution](#)

1189.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

1190.

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

[DeMen100ns's solution](#)

1191.

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

[DeMen100ns's solution](#)

1192.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, greedy

[DeMen100ns's solution](#)

1193.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[DeMen100ns's solution](#)

1194.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[DeMen100ns's solution](#)

1195.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities

[DeMen100ns's solution](#)

1196.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-01-24 · last AC: 2025-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[DeMen100ns's solution](#)

1197.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[DeMen100ns's solution](#)

1198.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[DeMen100ns's solution](#)

1199.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[DeMen100ns's solution](#)

1200.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy, interactive

[DeMen100ns's solution](#)

1201.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[DeMen100ns's solution](#)

1202.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[DeMen100ns's solution](#)

1203.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[DeMen100ns's solution](#)

1204.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, number theory

[DeMen100ns's solution](#)

1205.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data

structures, dsu, greedy, math, sortings

[DeMen100ns's solution](#)

1206.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[DeMen100ns's solution](#)

1207.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[DeMen100ns's solution](#)

1208.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[DeMen100ns's solution](#)

1209.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[DeMen100ns's solution](#)

1210.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[DeMen100ns's solution](#)

1211.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[DeMen100ns's solution](#)

1212.

354B

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

Quality: 503 global accepts · Rating: 2400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[DeMen100ns's solution](#)

1213.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[DeMen100ns's solution](#)

1214.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[DeMen100ns's solution](#)

1215.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[DeMen100ns's solution](#)

1216.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[DeMen100ns's solution](#)

1217.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[DeMen100ns's solution](#)

1218.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[DeMen100ns's solution](#)

1219.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[DeMen100ns's solution](#)

1220.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[DeMen100ns's solution](#)

1221.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[DeMen100ns's solution](#)

1222.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[DeMen100ns's solution](#)

1223.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[DeMen100ns's solution](#)

1224.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[DeMen100ns's solution](#)

1225.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[DeMen100ns's solution](#)

1226.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[DeMen100ns's solution](#)

1227.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[DeMen100ns's solution](#)

1228.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[DeMen100ns's solution](#)

1229.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing

[DeMen100ns's solution](#)

1230.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[DeMen100ns's solution](#)

1231.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[DeMen100ns's solution](#)

1232.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[DeMen100ns's solution](#)

1233.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

1234.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[DeMen100ns's solution](#)

1235.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[DeMen100ns's solution](#)

1236.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[DeMen100ns's solution](#)

1237.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1238.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[DeMen100ns's solution](#)

1239.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[DeMen100ns's solution](#)

1240.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[DeMen100ns's solution](#)

1241.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[DeMen100ns's solution](#)

1242.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[DeMen100ns's solution](#)

1243.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[DeMen100ns's solution](#)

1244.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, probabilities

[DeMen100ns's solution](#)

1245.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[DeMen100ns's solution](#)

1246.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: fft, geometry, number theory

[DeMen100ns's solution](#)

1247.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[DeMen100ns's solution](#)

1248.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[DeMen100ns's solution](#)

1249.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1250.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[DeMen100ns's solution](#)

1251.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[DeMen100ns's solution](#)

1252.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[DeMen100ns's solution](#)

1253.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[DeMen100ns's solution](#)

1254.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[DeMen100ns's solution](#)

1255.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[DeMen100ns's solution](#)

1256.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[DeMen100ns's solution](#)

1257.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[DeMen100ns's solution](#)

1258.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[DeMen100ns's solution](#)

1259.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[DeMen100ns's solution](#)

1260.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[DeMen100ns's solution](#)

1261.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[DeMen100ns's solution](#)

1262.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graph matchings, graphs

[DeMen100ns's solution](#)

1263.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[DeMen100ns's solution](#)

1264.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[DeMen100ns's solution](#)

1265.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[DeMen100ns's solution](#)

1266.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[DeMen100ns's solution](#)

1267.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[DeMen100ns's solution](#)

1268.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[DeMen100ns's solution](#)

1269.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[DeMen100ns's solution](#)

1270.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1271.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[DeMen100ns's solution](#)

1272.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[DeMen100ns's solution](#)

1273.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[DeMen100ns's solution](#)

1274.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[DeMen100ns's solution](#)

1275.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[DeMen100ns's solution](#)

1276.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[DeMen100ns's solution](#)

1277.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[DeMen100ns's solution](#)

1278.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[DeMen100ns's solution](#)

1279.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, math

[DeMen100ns's solution](#)

1280.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, probabilities

[DeMen100ns's solution](#)

1281.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[DeMen100ns's solution](#)

1282.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, two pointers

[DeMen100ns's solution](#)

1283.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[DeMen100ns's solution](#)

1284.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math

[DeMen100ns's solution](#)

1285.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[DeMen100ns's solution](#)

1286.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[DeMen100ns's solution](#)

1287.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: trees

[DeMen100ns's solution](#)

1288.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[DeMen100ns's solution](#)

1289.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[DeMen100ns's solution](#)

1290.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[DeMen100ns's solution](#)

1291.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[DeMen100ns's solution](#)

1292.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[DeMen100ns's solution](#)

1293.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[DeMen100ns's solution](#)

1294.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[DeMen100ns's solution](#)

1295.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[DeMen100ns's solution](#)

1296.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[DeMen100ns's solution](#)

1297.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[DeMen100ns's solution](#)

1298.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings
[DeMen100ns's solution](#)

1299.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[DeMen100ns's solution](#)

1300.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[DeMen100ns's solution](#)

1301.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[DeMen100ns's solution](#)

1302.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2022-11-18 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings
[DeMen100ns's solution](#)

1303.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[DeMen100ns's solution](#)

1304.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs
[DeMen100ns's solution](#)

1305.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
[DeMen100ns's solution](#)

1306.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[DeMen100ns's solution](#)

1307.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[DeMen100ns's solution](#)

1308.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[DeMen100ns's solution](#)

1309.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[DeMen100ns's solution](#)

1310.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[DeMen100ns's solution](#)

1311.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[DeMen100ns's solution](#)

1312.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[DeMen100ns's solution](#)

1313.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[DeMen100ns's solution](#)

1314.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[DeMen100ns's solution](#)

1315.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, math, sortings

[DeMen100ns's solution](#)

1316.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[DeMen100ns's solution](#)

1317.

791E

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[DeMen100ns's solution](#)

1318.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[DeMen100ns's solution](#)

1319.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[DeMen100ns's solution](#)

1320.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, trees

[DeMen100ns's solution](#)

1321.

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[DeMen100ns's solution](#)

1322.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[DeMen100ns's solution](#)

1323.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[DeMen100ns's solution](#)

1324.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[DeMen100ns's solution](#)

1325.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[DeMen100ns's solution](#)

1326.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[DeMen100ns's solution](#)

1327.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[DeMen100ns's solution](#)

1328.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[DeMen100ns's solution](#)

1329.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[DeMen100ns's solution](#)

1330.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[DeMen100ns's solution](#)

1331.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[DeMen100ns's solution](#)

1332.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, matrices

[DeMen100ns's solution](#)

1333.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[DeMen100ns's solution](#)

1334.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[DeMen100ns's solution](#)

1335.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2020-11-05 · last AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1336.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[DeMen100ns's solution](#)

1337.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[DeMen100ns's solution](#)

1338.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[DeMen100ns's solution](#)

1339.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: fft

[DeMen100ns's solution](#)

1340.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[DeMen100ns's solution](#)

1341.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[DeMen100ns's solution](#)

1342.

1970D2

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

Quality: 310 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[DeMen100ns's solution](#)

1343.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[DeMen100ns's solution](#)

1344.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[DeMen100ns's solution](#)

1345.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[DeMen100ns's solution](#)

1346.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[DeMen100ns's solution](#)

1347.

682E

[Alyona and Triangles](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2600 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[DeMen100ns's solution](#)

1348.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[DeMen100ns's solution](#)

1349.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[DeMen100ns's solution](#)

1350.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[DeMen100ns's solution](#)

1351.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[DeMen100ns's solution](#)

1352.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[DeMen100ns's solution](#)

1353.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[DeMen100ns's solution](#)

1354.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[DeMen100ns's solution](#)

1355.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[DeMen100ns's solution](#)

1356.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[DeMen100ns's solution](#)

1357.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[DeMen100ns's solution](#)

1358.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[DeMen100ns's solution](#)

1359.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[DeMen100ns's solution](#)

1360.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[DeMen100ns's solution](#)

1361.

1793F

[Rebranding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[DeMen100ns's solution](#)

1362.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[DeMen100ns's solution](#)

1363.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[DeMen100ns's solution](#)

1364.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[DeMen100ns's solution](#)

1365.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[DeMen100ns's solution](#)

1366.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[DeMen100ns's solution](#)

1367.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[DeMen100ns's solution](#)

1368.

849E

[Goodbye Souvenir](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1369.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[DeMen100ns's solution](#)

1370.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[DeMen100ns's solution](#)

1371.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[DeMen100ns's solution](#)

1372.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[DeMen100ns's solution](#)

1373.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[DeMen100ns's solution](#)

1374.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[DeMen100ns's solution](#)

1375.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[DeMen100ns's solution](#)

1376.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[DeMen100ns's solution](#)

1377.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[DeMen100ns's solution](#)

1378.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[DeMen100ns's solution](#)

1379.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[DeMen100ns's solution](#)

1380.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[DeMen100ns's solution](#)

1381.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[DeMen100ns's solution](#)

1382.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[DeMen100ns's solution](#)

1383.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[DeMen100ns's solution](#)

1384.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities

[DeMen100ns's solution](#)

1385.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2023-06-03 · last AC: 2025-06-05 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[DeMen100ns's solution](#)

1386.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[DeMen100ns's solution](#)

1387.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[DeMen100ns's solution](#)

1388.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[DeMen100ns's solution](#)

1389.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[DeMen100ns's solution](#)

1390.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[DeMen100ns's solution](#)

1391.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[DeMen100ns's solution](#)

1392.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[DeMen100ns's solution](#)

1393.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[DeMen100ns's solution](#)

1394.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[DeMen100ns's solution](#)

1395.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[DeMen100ns's solution](#)

1396.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[DeMen100ns's solution](#)

1397.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1398.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1399.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[DeMen100ns's solution](#)

1400.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs

[DeMen100ns's solution](#)

1401.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[DeMen100ns's solution](#)

1402.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[DeMen100ns's solution](#)

1403.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[DeMen100ns's solution](#)

1404.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[DeMen100ns's solution](#)

1405.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[DeMen100ns's solution](#)

1406.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[DeMen100ns's solution](#)

1407.

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[DeMen100ns's solution](#)

1408.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[DeMen100ns's solution](#)

1409.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[DeMen100ns's solution](#)

1410.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, implementation

[DeMen100ns's solution](#)

1411.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[DeMen100ns's solution](#)

1412.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[DeMen100ns's solution](#)

1413.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[DeMen100ns's solution](#)

1414.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[DeMen100ns's solution](#)

1415.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, sortings, trees

[DeMen100ns's solution](#)

1416.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1417.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[DeMen100ns's solution](#)

1418.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[DeMen100ns's solution](#)

1419.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[DeMen100ns's solution](#)

1420.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees

[DeMen100ns's solution](#)

1421.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[DeMen100ns's solution](#)

1422.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[DeMen100ns's solution](#)

1423.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[DeMen100ns's solution](#)

1424.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[DeMen100ns's solution](#)

1425.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[DeMen100ns's solution](#)

1426.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, probabilities

[DeMen100ns's solution](#)

1427.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math,

number theory

[DeMen100ns's solution](#)

1428.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[DeMen100ns's solution](#)

1429.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[DeMen100ns's solution](#)

1430.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, geometry

[DeMen100ns's solution](#)

1431.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[DeMen100ns's solution](#)

1432.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[DeMen100ns's solution](#)

1433.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[DeMen100ns's solution](#)

1434.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[DeMen100ns's solution](#)

1435.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[DeMen100ns's solution](#)

1436.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[DeMen100ns's solution](#)

1437.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[DeMen100ns's solution](#)

1438.

436F

[Banners](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 3000 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[DeMen100ns's solution](#)

1439.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[DeMen100ns's solution](#)

1440.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[DeMen100ns's solution](#)

1441.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[DeMen100ns's solution](#)

1442.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[DeMen100ns's solution](#)

1443.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar

[DeMen100ns's solution](#)

1444.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-06-29 · last AC: 2025-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[DeMen100ns's solution](#)

1445.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[DeMen100ns's solution](#)

1446.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[DeMen100ns's solution](#)

1447.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[DeMen100ns's solution](#)

1448.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[DeMen100ns's solution](#)

1449.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1450.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1451.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[DeMen100ns's solution](#)

1452.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[DeMen100ns's solution](#)

1453.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[DeMen100ns's solution](#)

1454.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[DeMen100ns's solution](#)

1455.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, shortest paths

[DeMen100ns's solution](#)

1456.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, sortings, trees

[DeMen100ns's solution](#)

1457.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities

[DeMen100ns's solution](#)

1458.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, greedy

[DeMen100ns's solution](#)

1459.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[DeMen100ns's solution](#)

1460.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[DeMen100ns's solution](#)

1461.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[DeMen100ns's solution](#)

1462.

105307F

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

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1463.

105307G

[Ki Chang Jab Takkataen](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1464.

105307B

[Emma and the Pixie dust](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1465.

105307H

[Final Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1466.

105307I

[Lulu And The Magical Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1467.

105307A

[Card Dealer Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1468.

105307K

[A Potion Shopping On This Wonderful World!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[DeMen100ns's solution](#)

1469.

105307E

[Hidden Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[DeMen100ns's solution](#)

1470.

105307C

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[DeMen100ns's solution](#)

1471.

106073E

[Expansion of the road network](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[DeMen100ns's solution](#)

1472.

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[DeMen100ns's solution](#)

1473.

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1474.

106073G

[Generating patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1475.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1476.

106073K

[Knockout, swiss and other kinds of tournaments](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1477.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1478.

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1479.

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1480.

106073C

[Collatz polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1481.

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1482.

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1483.

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1484.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1485.

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1486.

103439D

[LIS Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1487.

102538D

[Disjoint LIS](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1488.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1489.

100502B

[Basin City Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1490.

102821I

[Inventory](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1491.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1492.

104333I

[Hail Pythagoras](#) · [Tutorial](#)

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

[DeMen100ns's solution](#)

1493.

100608C

[Catalan Combinatorial Objects](#) · [Tutorial](#)

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

[DeMen100ns's solution](#)

1494.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1495.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1496.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1497.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1498.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1499.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1500.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1501.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1502.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1503.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1504.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1505.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1506.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1507.

105833D

[Double String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1508.

105833G

[Game of Two Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1509.

105833L

[Last Goal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1510.

105833I

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

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1511.

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1512.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1513.

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1514.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · last AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1515.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1516.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1517.

undefined249

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[DeMen100ns's solution](#)

1518.

100209D

[B\\$5D B](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1519.

102354I

[From Modular to Rational](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1520.

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1521.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1522.

100500E

[IBM Chill Zone](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1523.

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1524.

105633J

[Mixing Solutions](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1525.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1526.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1527.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1528.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1529.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1530.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1531.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1532.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1533.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1534.

105401M

[White-Black-Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1535.

105401D

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

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1536.

105401I

[Mukjippa](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1537.

105401L

[Simple Tree Decomposition Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1538.

105401B

[Construct a Coin Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1539.

105401G

[Make RUN Great Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1540.

105401F

[Jenga Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1541.

105327D

[Decrease the Boss Strength](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1542.

105327G

[Geography of Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1543.

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1544.

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1545.

105327B

[Bacon Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1546.

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1547.

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1548.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1549.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1550.

105327L

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

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1551.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1552.

105335F

[Fill T](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1553.

105335D

[Disinfection Patch](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1554.

105335I

[Ideal Permutation Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1555.

105335N

[\[N\]ew YoRHa Security](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1556.

105335K

[Kid Rally](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1557.

105335C

[Cattering](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1558.

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1559.

105335L

[Lulu and Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1560.

105335G

[Glory Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1561.

105335B

[Back in the Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DeMen100ns's solution](#)

1562.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1563.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1564.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1565.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1566.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1567.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · Python 3 (first AC) · Tags: —

[DeMen100ns's solution](#)

1568.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1569.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1570.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1571.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, strings

[DeMen100ns's solution](#)

1572.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, strings

[DeMen100ns's solution](#)

1573.

104925D

[Filesystem](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1574.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1575.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1576.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1577.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1578.

104976A

[Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1579.

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1580.

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1581.

104976E

[Period of a String](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1582.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1583.

104785E

[Enchanted Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1584.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1585.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1586.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1587.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1588.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1589.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1590.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1591.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1592.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1593.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1594.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1595.

103102I

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

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1596.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1597.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1598.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1599.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1600.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1601.

104925C

[Yet Another Balanced Coloring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1602.

104925G

[LCA Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1603.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1604.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1605.

104925I

[Rebellious Edge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1606.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1607.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1608.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1609.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1610.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1611.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1612.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1613.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1614.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1615.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1616.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1617.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1618.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1619.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1620.

104849H

[Cake Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1621.

104849F

[Make a Loop](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1622.

104849E

[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1623.

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1624.

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1625.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1626.

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1627.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1628.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1629.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1630.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1631.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1632.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1633.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1634.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1635.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1636.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1637.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1638.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1639.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1640.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1641.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1642.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1643.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1644.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1645.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1646.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1647.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1648.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1649.

104555K

[\\$K\\$ for More, \\$K\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1650.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1651.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1652.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1653.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1654.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1655.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1656.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1657.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1658.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1659.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1660.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1661.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1662.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1663.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1664.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1665.

102860H

[Perfect Round Dance](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1666.

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1667.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1668.

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1669.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1670.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1671.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1672.

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1673.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1674.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1675.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1676.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1677.

101194I

[Cherry Pick](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1678.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1679.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1680.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1681.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1682.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1683.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1684.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1685.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1686.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1687.

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1688.

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1689.

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1690.

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1691.

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1692.

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1693.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1694.

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1695.

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1696.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1697.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1698.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1699.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1700.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1701.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1702.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1703.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1704.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1705.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1706.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1707.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1708.

104435L

[Starquake!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1709.

104435C

[Dethrone Antares Now](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1710.

104435H

[Not Just an NP-Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1711.

104435G

[Irreversible Events](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1712.

104435K

[Star Seeker's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1713.

104435J

[Sensor Logs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1714.

104435B

[Cult of Wah!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1715.

104435M

[TheBuzz](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1716.

391F3

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1717.

391F2

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[DeMen100ns's solution](#)

1718.

391F1

[Stock Trading](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp

[DeMen100ns's solution](#)

1719.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[DeMen100ns's solution](#)

1720.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory

[DeMen100ns's solution](#)

1721.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms,

geometry, math

[DeMen100ns's solution](#)

1722.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation

[DeMen100ns's solution](#)

1723.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, math, number theory

[DeMen100ns's solution](#)

1724.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings

[DeMen100ns's solution](#)

1725.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1726.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1727.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1728.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1729.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1730.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1731.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1732.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1733.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1734.

102944F

[Flint](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1735.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1736.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1737.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1738.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1739.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1740.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1741.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1742.

103811B

[Boat Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[DeMen100ns's solution](#)

1743.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1744.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1745.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1746.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1747.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1748.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1749.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1750.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1751.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1752.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1753.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1754.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1755.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1756.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1757.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1758.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1759.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: *special, expression parsing, trees

[DeMen100ns's solution](#)

1760.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1761.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1762.

103443D

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

Rating: — · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1763.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1764.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1765.

103476B

[Julia and Flower Beds](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1766.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1767.

100168J

[B-00AD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1768.

101492C

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · last AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DeMen100ns's solution](#)

1769.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-28 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1770.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1771.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1772.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1773.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1774.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1775.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1776.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1777.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1778.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1779.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1780.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1781.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[DeMen100ns's solution](#)

1782.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-12-31 · PyPy 3 (first AC) · Tags: *special, implementation

[DeMen100ns's solution](#)

1783.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-12-31 · PyPy 3 (first AC) · Tags: *special

[DeMen100ns's solution](#)

1784.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · FPC (first AC) · Tags: —

[DeMen100ns's solution](#)