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Unique solved — Edu175

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1.

1637A

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13.

2205B

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1672A

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32.

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2133A

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47.

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50.

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52.

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53.

2109A

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2108A

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72.

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74.

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75.

2029A

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1956B
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Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[Edu175's solution](#)
- 102.**
1956A
[Nene's Game](#) · [Tutorial](#)
Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[Edu175's solution](#)
- 103.**
1942A
[Farmer John's Challenge](#) · [Tutorial](#)
Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Edu175's solution](#)
- 104.**
1935A
[Entertainment in MAC](#) · [Tutorial](#)
Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[Edu175's solution](#)
- 105.**
1934A
[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

106.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[Edu175's solution](#)

107.

1933A

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

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Edu175's solution](#)

108.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Edu175's solution](#)

109.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[Edu175's solution](#)

110.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Edu175's solution](#)

111.

1930A

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Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Edu175's solution](#)

112.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Edu175's solution](#)

113.

1931A

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

Quality: 39,963 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[Edu175's solution](#)

114.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Edu175's solution](#)

115.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,373 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Edu175's solution](#)

116.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Edu175's solution](#)

117.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Edu175's solution](#)

118.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

119.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Edu175's solution](#)

120.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Edu175's solution](#)

121.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Edu175's solution](#)

122.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Edu175's solution](#)

123.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,799 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

[Edu175's solution](#)

124.

1915B

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

Quality: 50,356 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[Edu175's solution](#)

125.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,184 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[Edu175's solution](#)

126.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

127.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Edu175's solution](#)

128.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

129.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Edu175's solution](#)

130.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Edu175's solution](#)

131.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

132.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,636 global accepts · Rating: 800 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Edu175's solution](#)

133.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Edu175's solution](#)

134.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

135.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Edu175's solution](#)

136.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Edu175's solution](#)

137.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Edu175's solution](#)

138.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Edu175's solution](#)

139.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

140.

1878A

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

Quality: 78,672 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Edu175's solution](#)

141.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Edu175's solution](#)

142.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[Edu175's solution](#)

143.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,993 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Edu175's solution](#)

144.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,395 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Edu175's solution](#)

145.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,694 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Edu175's solution](#)

146.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Edu175's solution](#)

147.

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Edu175's solution](#)

148.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Edu175's solution](#)

149.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,346 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[Edu175's solution](#)

150.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,410 global accepts · Rating: 800 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Edu175's solution](#)

151.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Edu175's solution](#)

152.

1855A

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

Quality: 29,929 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

153.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,113 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Edu175's solution](#)

154.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Edu175's solution](#)

155.

1850C

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

Quality: 53,543 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Edu175's solution](#)

156.

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Edu175's solution](#)

157.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,204 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Edu175's solution](#)

158.

1845A

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

Quality: 47,348 global accepts · Rating: 800 · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Edu175's solution](#)

159.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

160.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Edu175's solution](#)

161.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Edu175's solution](#)

162.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Edu175's solution](#)

163.

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Edu175's solution](#)

164.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,036 global accepts · Rating: 800 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Edu175's solution](#)

165.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,021 global accepts · Rating: 800 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Edu175's solution](#)

166.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Edu175's solution](#)

167.

1843C

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

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Edu175's solution](#)

168.

1843A

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

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Edu175's solution](#)

169.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,103 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, two pointers

[Edu175's solution](#)

170.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Edu175's solution](#)

171.

1838A

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Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

172.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Edu175's solution](#)

173.

1831A

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Quality: 46,301 global accepts · Rating: 800 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

174.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,840 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

175.

1828A

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Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

176.

1821A

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Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Edu175's solution](#)

177.

1829C

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Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation

[Edu175's solution](#)

178.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,033 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Edu175's solution](#)

179.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,693 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Edu175's solution](#)

180.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Edu175's solution](#)

181.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Edu175's solution](#)

182.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Edu175's solution](#)

183.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Edu175's solution](#)

184.

1822A

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Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Edu175's solution](#)

185.

1820A

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Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Edu175's solution](#)

186.

1816A

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Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[Edu175's solution](#)

187.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Edu175's solution](#)

188.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,452 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Edu175's solution](#)

189.

1805B

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

Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Edu175's solution](#)

190.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,932 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[Edu175's solution](#)

191.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Edu175's solution](#)

192.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Edu175's solution](#)

193.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Edu175's solution](#)

194.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Edu175's solution](#)

195.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Edu175's solution](#)

196.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,351 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Edu175's solution](#)

197.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,718 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Edu175's solution](#)

198.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,463 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[Edu175's solution](#)

199.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

200.

1793A

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Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

201.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Edu175's solution](#)

202.

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Edu175's solution](#)

203.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[Edu175's solution](#)

204.

1789B

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1795A

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1786A2

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1786A1

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339A

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Quality: 275,355 global accepts · Rating: 800 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Edu175's solution](#)

307.

112A

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

Quality: 287,257 global accepts · Rating: 800 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Edu175's solution](#)

308.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,006 global accepts · Rating: 800 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Edu175's solution](#)

309.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,296 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Edu175's solution](#)

310.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,725 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Edu175's solution](#)

311.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,478 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Edu175's solution](#)

312.

231A

[Team](#) · [Tutorial](#)

Quality: 430,272 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Edu175's solution](#)

313.

71A

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

Quality: 503,263 global accepts · Rating: 800 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Edu175's solution](#)

314.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,871 global accepts · Rating: 800 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Edu175's solution](#)

315.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Edu175's solution](#)

316.

1696B

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Quality: 36,326 global accepts · Rating: 900 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Edu175's solution](#)

317.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Edu175's solution](#)

318.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Edu175's solution](#)

319.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 900 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Edu175's solution](#)

320.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Edu175's solution](#)

321.

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Edu175's solution](#)

322.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Edu175's solution](#)

323.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

324.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

325.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Edu175's solution](#)

326.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: math

[Edu175's solution](#)

327.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Edu175's solution](#)

328.

2013B

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

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Edu175's solution](#)

329.

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Edu175's solution](#)

330.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Edu175's solution](#)

331.

1927B

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

Quality: 38,133 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Edu175's solution](#)

332.

1918B

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

Quality: 27,024 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, sortings

[Edu175's solution](#)

333.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

334.

1915D

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

Quality: 35,085 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Edu175's solution](#)

335.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,381 global accepts · Rating: 900 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Edu175's solution](#)

336.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Edu175's solution](#)

337.

1875A

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

Quality: 47,001 global accepts · Rating: 900 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Edu175's solution](#)

338.

1878C

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

Quality: 57,650 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[Edu175's solution](#)

339.

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

340.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,060 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

341.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Edu175's solution](#)

342.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Edu175's solution](#)

343.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Edu175's solution](#)

344.

1855B

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

Quality: 44,929 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Edu175's solution](#)

345.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,813 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Edu175's solution](#)

346.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[Edu175's solution](#)

347.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Edu175's solution](#)

348.

1675B

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

Quality: 43,288 global accepts · Rating: 900 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Edu175's solution](#)

349.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Edu175's solution](#)

350.

1837B

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

Quality: 50,100 global accepts · Rating: 900 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Edu175's solution](#)

351.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,306 global accepts · Rating: 900 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Edu175's solution](#)

352.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

353.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[Edu175's solution](#)

354.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Edu175's solution](#)

355.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,762 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Edu175's solution](#)

356.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

357.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,873 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Edu175's solution](#)

358.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Edu175's solution](#)

359.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Edu175's solution](#)

360.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

361.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

362.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Edu175's solution](#)

363.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,892 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

364.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Edu175's solution](#)

365.

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

366.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Edu175's solution](#)

367.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Edu175's solution](#)

368.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Edu175's solution](#)

369.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,943 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Edu175's solution](#)

370.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Edu175's solution](#)

371.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

372.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,275 global accepts · Rating: 1000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Edu175's solution](#)

373.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Edu175's solution](#)

374.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Edu175's solution](#)

375.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,551 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Edu175's solution](#)

376.

2147B

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

Quality: 16,965 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

377.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

378.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Edu175's solution](#)

379.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Edu175's solution](#)

380.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,835 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

381.

1725B

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

Quality: 28,272 global accepts · Rating: 1000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Edu175's solution](#)

382.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,283 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Edu175's solution](#)

383.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Edu175's solution](#)

384.

2051C

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

Quality: 28,012 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Edu175's solution](#)

385.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Edu175's solution](#)

386.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Edu175's solution](#)

387.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Edu175's solution](#)

388.

2037C

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

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Edu175's solution](#)

389.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Edu175's solution](#)

390.

1986B

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

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

[Edu175's solution](#)

391.

1975B

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

Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Edu175's solution](#)

392.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Edu175's solution](#)

393.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

394.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Edu175's solution](#)

395.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,886 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Edu175's solution](#)

396.

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Edu175's solution](#)

397.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Edu175's solution](#)

398.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,257 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Edu175's solution](#)

399.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[Edu175's solution](#)

400.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

401.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Edu175's solution](#)

402.

1876A

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

Quality: 34,920 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Edu175's solution](#)

403.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Edu175's solution](#)

404.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,902 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Edu175's solution](#)

405.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,374 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Edu175's solution](#)

406.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

407.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Edu175's solution](#)

408.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

409.

43A

[Football](#) · [Tutorial](#)

Quality: 69,169 global accepts · Rating: 1000 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Edu175's solution](#)

410.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Edu175's solution](#)

411.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,056 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

412.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

413.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Edu175's solution](#)

414.

1816B

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

Quality: 16,690 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

415.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Edu175's solution](#)

416.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Edu175's solution](#)

417.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Edu175's solution](#)

418.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Edu175's solution](#)

419.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Edu175's solution](#)

420.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,269 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[Edu175's solution](#)

421.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Edu175's solution](#)

422.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Edu175's solution](#)

423.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

424.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Edu175's solution](#)

425.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Edu175's solution](#)

426.

1760D

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

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[Edu175's solution](#)

427.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Edu175's solution](#)

428.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,099 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[Edu175's solution](#)

429.

1721B

[Deadly Laser](#) · [Tutorial](#)

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

[Edu175's solution](#)

430.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,609 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Edu175's solution](#)

431.

1713B

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

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

[Edu175's solution](#)

432.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,920 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Edu175's solution](#)

433.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Edu175's solution](#)

434.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Edu175's solution](#)

435.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,313 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Edu175's solution](#)

436.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Edu175's solution](#)

437.

1674C

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

Quality: 26,355 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings

[Edu175's solution](#)

438.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,955 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Edu175's solution](#)

439.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,366 global accepts · Rating: 1000 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Edu175's solution](#)

440.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Edu175's solution](#)

441.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,432 global accepts · Rating: 1000 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Edu175's solution](#)

442.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,223 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Edu175's solution](#)

443.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[Edu175's solution](#)

444.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Edu175's solution](#)

445.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Edu175's solution](#)

446.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,674 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Edu175's solution](#)

447.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Edu175's solution](#)

448.

2183B

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

Quality: 16,176 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

449.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Edu175's solution](#)

450.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Edu175's solution](#)

451.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Edu175's solution](#)

452.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Edu175's solution](#)

453.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Edu175's solution](#)

454.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Edu175's solution](#)

455.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Edu175's solution](#)

456.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

457.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · last AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

458.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Edu175's solution](#)

459.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Edu175's solution](#)

460.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Edu175's solution](#)

461.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Edu175's solution](#)

462.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Edu175's solution](#)

463.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Edu175's solution](#)

464.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Edu175's solution](#)

465.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,385 global accepts · Rating: 1100 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Edu175's solution](#)

466.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Edu175's solution](#)

467.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Edu175's solution](#)

468.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Edu175's solution](#)

469.

1995B1

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

Quality: 20,986 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Edu175's solution](#)

470.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Edu175's solution](#)

471.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp

[Edu175's solution](#)

472.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

473.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Edu175's solution](#)

474.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Edu175's solution](#)

475.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Edu175's solution](#)

476.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[Edu175's solution](#)

477.

1917B

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

Quality: 36,357 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Edu175's solution](#)

478.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[Edu175's solution](#)

479.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Edu175's solution](#)

480.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,918 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Edu175's solution](#)

481.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Edu175's solution](#)

482.

1873E

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

Quality: 43,460 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[Edu175's solution](#)

483.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Edu175's solution](#)

484.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,722 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Edu175's solution](#)

485.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Edu175's solution](#)

486.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,495 global accepts · Rating: 1100 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers

[Edu175's solution](#)

487.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,001 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, implementation, math

[Edu175's solution](#)

488.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Edu175's solution](#)

489.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Edu175's solution](#)

490.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Edu175's solution](#)

491.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, sortings
[Edu175's solution](#)

492.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1100 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[Edu175's solution](#)

493.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,630 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[Edu175's solution](#)

494.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,012 global accepts · Rating: 1100 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: math, strings, two pointers
[Edu175's solution](#)

495.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Edu175's solution](#)

496.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[Edu175's solution](#)

497.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,845 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[Edu175's solution](#)

498.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Edu175's solution](#)

499.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Edu175's solution](#)

500.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Edu175's solution](#)

501.

1791E

[Negatives and Positives · Tutorial](#)

Quality: 41,286 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Edu175's solution](#)

502.

1787B

[Number Factorization · Tutorial](#)

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Edu175's solution](#)

503.

1780B

[GCD Partition · Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Edu175's solution](#)

504.

1783B

[Matrix of Differences · Tutorial](#)

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

505.

1731B

[Kill Demodogs · Tutorial](#)

Quality: 26,799 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

506.

1762B

[Make Array Good · Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Edu175's solution](#)

507.

1760E

[Binary Inversions · Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[Edu175's solution](#)

508.

1759C

[Thermostat · Tutorial](#)

Quality: 19,395 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, shortest paths

[Edu175's solution](#)

509.

1739B

[Array Recovery · Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Edu175's solution](#)

510.

1712C

[Sort Zero](#) · [Tutorial](#)

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

[Edu175's solution](#)

511.

1708B

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

Quality: 28,412 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

512.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings

[Edu175's solution](#)

513.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Edu175's solution](#)

514.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Edu175's solution](#)

515.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Edu175's solution](#)

516.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Edu175's solution](#)

517.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Edu175's solution](#)

518.

1656B

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

Quality: 26,808 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Edu175's solution](#)

519.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Edu175's solution](#)

520.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Edu175's solution](#)

521.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Edu175's solution](#)

522.

1624C

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

Quality: 26,836 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Edu175's solution](#)

523.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Edu175's solution](#)

524.

2196A

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

Quality: 15,824 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Edu175's solution](#)

525.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Edu175's solution](#)

526.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Edu175's solution](#)

527.

2174A

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

Quality: 14,303 global accepts · Rating: 1200 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Edu175's solution](#)

528.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,557 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Edu175's solution](#)

529.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Edu175's solution](#)

530.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,680 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Edu175's solution](#)

531.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1200 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[Edu175's solution](#)

532.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,595 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Edu175's solution](#)

533.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[Edu175's solution](#)

534.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Edu175's solution](#)

535.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,124 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory
[Edu175's solution](#)

536.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[Edu175's solution](#)

537.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[Edu175's solution](#)

538.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,494 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[Edu175's solution](#)

539.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[Edu175's solution](#)

540.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices
[Edu175's solution](#)

541.

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[Edu175's solution](#)

542.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Edu175's solution](#)

543.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,922 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Edu175's solution](#)

544.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Edu175's solution](#)

545.

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Edu175's solution](#)

546.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Edu175's solution](#)

547.

2020B

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

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Edu175's solution](#)

548.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Edu175's solution](#)

549.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Edu175's solution](#)

550.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Edu175's solution](#)

551.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Edu175's solution](#)

552.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[Edu175's solution](#)

553.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Edu175's solution](#)

554.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[Edu175's solution](#)

555.

1935B

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

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Edu175's solution](#)

556.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[Edu175's solution](#)

557.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[Edu175's solution](#)

558.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[Edu175's solution](#)

559.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[Edu175's solution](#)

560.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[Edu175's solution](#)

561.

1909B

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

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Edu175's solution](#)

562.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Edu175's solution](#)

563.

1907C

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

Quality: 23,137 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Edu175's solution](#)

564.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Edu175's solution](#)

565.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Edu175's solution](#)

566.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Edu175's solution](#)

567.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,830 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[Edu175's solution](#)

568.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Edu175's solution](#)

569.

1859C

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

Quality: 18,657 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Edu175's solution](#)

570.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,396 global accepts · Rating: 1200 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Edu175's solution](#)

571.

1834C

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

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, strings

[Edu175's solution](#)

572.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,408 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Edu175's solution](#)

573.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[Edu175's solution](#)

574.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Edu175's solution](#)

575.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Edu175's solution](#)

576.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

577.

1808B

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

Quality: 29,669 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Edu175's solution](#)

578.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,102 global accepts · Rating: 1200 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Edu175's solution](#)

579.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Edu175's solution](#)

580.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Edu175's solution](#)

581.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

582.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Edu175's solution](#)

583.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Edu175's solution](#)

584.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Edu175's solution](#)

585.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Edu175's solution](#)

586.

1730C

[Minimum Notation](#) · [Tutorial](#)

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

[Edu175's solution](#)

587.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[Edu175's solution](#)

588.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,793 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Edu175's solution](#)

589.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Edu175's solution](#)

590.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Edu175's solution](#)

591.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Edu175's solution](#)

592.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation
[Edu175's solution](#)

593.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings
[Edu175's solution](#)

594.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Edu175's solution](#)

595.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,957 global accepts · Rating: 1200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[Edu175's solution](#)

596.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Edu175's solution](#)

597.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[Edu175's solution](#)

598.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,101 global accepts · Rating: 1300 · first AC: 2026-03-14 · last AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[Edu175's solution](#)

599.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[Edu175's solution](#)

600.

2187A

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

Quality: 15,870 global accepts · Rating: 1300 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Edu175's solution](#)

601.

2124C

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

Quality: 14,595 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Edu175's solution](#)

602.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Edu175's solution](#)

603.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[Edu175's solution](#)

604.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,403 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[Edu175's solution](#)

605.

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[Edu175's solution](#)

606.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,700 global accepts · Rating: 1300 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[Edu175's solution](#)

607.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms
[Edu175's solution](#)

608.

2144C

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

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[Edu175's solution](#)

609.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[Edu175's solution](#)

610.

2129A

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

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[Edu175's solution](#)

611.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,729 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[Edu175's solution](#)

612.

2118C

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

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[Edu175's solution](#)

613.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Edu175's solution](#)

614.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Edu175's solution](#)

615.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Edu175's solution](#)

616.

2091E

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

Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[Edu175's solution](#)

617.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

618.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Edu175's solution](#)

619.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Edu175's solution](#)

620.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,747 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Edu175's solution](#)

621.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs,

interactive, trees

[Edu175's solution](#)

622.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Edu175's solution](#)

623.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Edu175's solution](#)

624.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Edu175's solution](#)

625.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Edu175's solution](#)

626.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Edu175's solution](#)

627.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Edu175's solution](#)

628.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,629 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Edu175's solution](#)

629.

1927D

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

Quality: 33,179 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Edu175's solution](#)

630.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Edu175's solution](#)

631.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,529 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[Edu175's solution](#)

632.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Edu175's solution](#)

633.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Edu175's solution](#)

634.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Edu175's solution](#)

635.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Edu175's solution](#)

636.

1879C

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

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[Edu175's solution](#)

637.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Edu175's solution](#)

638.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Edu175's solution](#)

639.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Edu175's solution](#)

640.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Edu175's solution](#)

641.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,588 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math,

number theory

[Edu175's solution](#)

642.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[Edu175's solution](#)

643.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Edu175's solution](#)

644.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

645.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[Edu175's solution](#)

646.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[Edu175's solution](#)

647.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Edu175's solution](#)

648.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

649.

1816C

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

Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Edu175's solution](#)

650.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Edu175's solution](#)

651.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,775 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive

[Edu175's solution](#)

652.

1794C

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

Quality: 22,084 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Edu175's solution](#)

653.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Edu175's solution](#)

654.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[Edu175's solution](#)

655.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Edu175's solution](#)

656.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Edu175's solution](#)

657.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Edu175's solution](#)

658.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Edu175's solution](#)

659.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Edu175's solution](#)

660.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Edu175's solution](#)

661.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[Edu175's solution](#)

662.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[Edu175's solution](#)

663.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,051 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Edu175's solution](#)

664.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Edu175's solution](#)

665.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1300 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Edu175's solution](#)

666.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Edu175's solution](#)

667.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,112 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Edu175's solution](#)

668.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Edu175's solution](#)

669.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Edu175's solution](#)

670.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[Edu175's solution](#)

671.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Edu175's solution](#)

672.

1972C

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

Rating: 1400 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Edu175's solution](#)

673.

2190B1

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

Quality: 10,675 global accepts · Rating: 1400 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Edu175's solution](#)

674.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Edu175's solution](#)

675.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Edu175's solution](#)

676.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,251 global accepts · Rating: 1400 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Edu175's solution](#)

677.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Edu175's solution](#)

678.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

679.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Edu175's solution](#)

680.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Edu175's solution](#)

681.

2133C

[The Nether](#) · [Tutorial](#)

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

[Edu175's solution](#)

682.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Edu175's solution](#)

683.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,593 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Edu175's solution](#)

684.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Edu175's solution](#)

685.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Edu175's solution](#)

686.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

687.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Edu175's solution](#)

688.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Edu175's solution](#)

689.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Edu175's solution](#)

690.

2034C

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

Quality: 9,140 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Edu175's solution](#)

691.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Edu175's solution](#)

692.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Edu175's solution](#)

693.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Edu175's solution](#)

694.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Edu175's solution](#)

695.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Edu175's solution](#)

696.

1958B

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

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

[Edu175's solution](#)

697.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Edu175's solution](#)

698.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Edu175's solution](#)

699.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Edu175's solution](#)

700.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

701.

1931E

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

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[Edu175's solution](#)

702.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Edu175's solution](#)

703.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Edu175's solution](#)

704.

1919C

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

Quality: 28,581 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Edu175's solution](#)

705.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Edu175's solution](#)

706.

1914E1

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

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[Edu175's solution](#)

707.

1914E2

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

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Edu175's solution](#)

708.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Edu175's solution](#)

709.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Edu175's solution](#)

710.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

711.

1907D

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

Quality: 23,571 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[Edu175's solution](#)

712.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Edu175's solution](#)

713.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Edu175's solution](#)

714.

1888C

[You Are So Beautiful · Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Edu175's solution](#)

715.

1875C

[Jellyfish and Green Apple · Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Edu175's solution](#)

716.

1878E

[Iva & Pav · Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Edu175's solution](#)

717.

1860C

[Game on Permutation · Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy

[Edu175's solution](#)

718.

1854A1

[Dual \(Easy Version\) · Tutorial](#)

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

719.

1845C

[Strong Password · Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings

[Edu175's solution](#)

720.

1847C

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Edu175's solution](#)

721.

1844D

[Row Major · Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Edu175's solution](#)

722.

1201C

[Maximum Median · Tutorial](#)

Quality: 33,240 global accepts · Rating: 1400 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Edu175's solution](#)

723.

1838C

[No Prime Differences · Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Edu175's solution](#)

724.

1831C

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

Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Edu175's solution](#)

725.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

726.

1805C

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

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math

[Edu175's solution](#)

727.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · last AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Edu175's solution](#)

728.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Edu175's solution](#)

729.

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Edu175's solution](#)

730.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[Edu175's solution](#)

731.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Edu175's solution](#)

732.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Edu175's solution](#)

733.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[Edu175's solution](#)

734.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Edu175's solution](#)

735.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Edu175's solution](#)

736.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Edu175's solution](#)

737.

1721C

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

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

[Edu175's solution](#)

738.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Edu175's solution](#)

739.

1701C

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

Quality: 23,843 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Edu175's solution](#)

740.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Edu175's solution](#)

741.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Edu175's solution](#)

742.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Edu175's solution](#)

743.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[Edu175's solution](#)

744.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Edu175's solution](#)

745.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,032 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[Edu175's solution](#)

746.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Edu175's solution](#)

747.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Edu175's solution](#)

748.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,028 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Edu175's solution](#)

749.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Edu175's solution](#)

750.

2146D1

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

Quality: 10,460 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

[Edu175's solution](#)

751.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Edu175's solution](#)

752.

2115A

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

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Edu175's solution](#)

753.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Edu175's solution](#)

754.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Edu175's solution](#)

755.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[Edu175's solution](#)

756.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Edu175's solution](#)

757.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, math

[Edu175's solution](#)

758.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Edu175's solution](#)

759.

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Edu175's solution](#)

760.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Edu175's solution](#)

761.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Edu175's solution](#)

762.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Edu175's solution](#)

763.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Edu175's solution](#)

764.

1958C

[Firewood](#) · [Tutorial](#)

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

[Edu175's solution](#)

765.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2024-04-16 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Edu175's solution](#)

766.

1933E

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

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Edu175's solution](#)

767.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Edu175's solution](#)

768.

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Edu175's solution](#)

769.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Edu175's solution](#)

770.

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Edu175's solution](#)

771.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[Edu175's solution](#)

772.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Edu175's solution](#)

773.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Edu175's solution](#)

774.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Edu175's solution](#)

775.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Edu175's solution](#)

776.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Edu175's solution](#)

777.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[Edu175's solution](#)

778.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Edu175's solution](#)

779.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[Edu175's solution](#)

780.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Edu175's solution](#)

781.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,011 global accepts · Rating: 1500 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Edu175's solution](#)

782.

1818C

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

Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[Edu175's solution](#)

783.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Edu175's solution](#)

784.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Edu175's solution](#)

785.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[Edu175's solution](#)

786.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math
[Edu175's solution](#)

787.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[Edu175's solution](#)

788.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures
[Edu175's solution](#)

789.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[Edu175's solution](#)

790.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Edu175's solution](#)

791.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[Edu175's solution](#)

792.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[Edu175's solution](#)

793.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, sortings
[Edu175's solution](#)

794.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[Edu175's solution](#)

795.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Edu175's solution](#)

796.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Edu175's solution](#)

797.

1738C

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

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[Edu175's solution](#)

798.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Edu175's solution](#)

799.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Edu175's solution](#)

800.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Edu175's solution](#)

801.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Edu175's solution](#)

802.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Edu175's solution](#)

803.

2207B

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

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Edu175's solution](#)

804.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2026-03-20 · Python 3 (first AC) · Tags: data structures, expression parsing, implementation

[Edu175's solution](#)

805.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2026-02-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[Edu175's solution](#)

806.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[Edu175's solution](#)

807.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[Edu175's solution](#)

808.

2157D

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

Quality: 6,010 global accepts · Rating: 1600 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Edu175's solution](#)

809.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Edu175's solution](#)

810.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,268 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Edu175's solution](#)

811.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,288 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Edu175's solution](#)

812.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Edu175's solution](#)

813.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2025-06-10 · PyPy 3-64 (first AC) · Tags: math, number theory

[Edu175's solution](#)

814.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Edu175's solution](#)

815.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · last AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Edu175's solution](#)

816.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Edu175's solution](#)

817.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Edu175's solution](#)

818.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Edu175's solution](#)

819.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Edu175's solution](#)

820.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Edu175's solution](#)

821.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Edu175's solution](#)

822.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,957 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Edu175's solution](#)

823.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Edu175's solution](#)

824.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Edu175's solution](#)

825.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Edu175's solution](#)

826.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Edu175's solution](#)

827.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Edu175's solution](#)

828.

2037E

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

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[Edu175's solution](#)

829.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Edu175's solution](#)

830.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Edu175's solution](#)

831.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

832.

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Edu175's solution](#)

833.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math

[Edu175's solution](#)

834.

1920C

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

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Edu175's solution](#)

835.

1917C

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

Quality: 12,387 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Edu175's solution](#)

836.

1904D1

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

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Edu175's solution](#)

837.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,797 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[Edu175's solution](#)

838.

1886C

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

Quality: 16,606 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Edu175's solution](#)

839.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Edu175's solution](#)

840.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Edu175's solution](#)

841.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Edu175's solution](#)

842.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Edu175's solution](#)

843.

1849C

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

Quality: 12,532 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Edu175's solution](#)

844.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[Edu175's solution](#)

845.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Edu175's solution](#)

846.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,129 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math

[Edu175's solution](#)

847.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[Edu175's solution](#)

848.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Edu175's solution](#)

849.

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Edu175's solution](#)

850.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Edu175's solution](#)

851.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Edu175's solution](#)

852.

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Edu175's solution](#)

853.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings

[Edu175's solution](#)

854.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Edu175's solution](#)

855.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Edu175's solution](#)

856.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Edu175's solution](#)

857.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Edu175's solution](#)

858.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Edu175's solution](#)

859.

1730B

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

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

[Edu175's solution](#)

860.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Edu175's solution](#)

861.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Edu175's solution](#)

862.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Edu175's solution](#)

863.

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Edu175's solution](#)

864.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Edu175's solution](#)

865.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,369 global accepts · Rating: 1700 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Edu175's solution](#)

866.

2205D

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

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Edu175's solution](#)

867.

2203D

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

Quality: 5,433 global accepts · Rating: 1700 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[Edu175's solution](#)

868.

2201B

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

869.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Edu175's solution](#)

870.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Edu175's solution](#)

871.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Edu175's solution](#)

872.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Edu175's solution](#)

873.

2124D

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

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Edu175's solution](#)

874.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[Edu175's solution](#)

875.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Edu175's solution](#)

876.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[Edu175's solution](#)

877.

2159A

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

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[Edu175's solution](#)

878.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[Edu175's solution](#)

879.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[Edu175's solution](#)

880.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[Edu175's solution](#)

881.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[Edu175's solution](#)

882.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[Edu175's solution](#)

883.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[Edu175's solution](#)

884.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Edu175's solution](#)

885.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Edu175's solution](#)

886.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Edu175's solution](#)

887.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Edu175's solution](#)

888.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Edu175's solution](#)

889.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Edu175's solution](#)

890.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Edu175's solution](#)

891.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Edu175's solution](#)

892.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Edu175's solution](#)

893.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy

[Edu175's solution](#)

894.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Edu175's solution](#)

895.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Edu175's solution](#)

896.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Edu175's solution](#)

897.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Edu175's solution](#)

898.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Edu175's solution](#)

899.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,863 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Edu175's solution](#)

900.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 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

[Edu175's solution](#)

901.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Edu175's solution](#)

902.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Edu175's solution](#)

903.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Edu175's solution](#)

904.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Edu175's solution](#)

905.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Edu175's solution](#)

906.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Edu175's solution](#)

907.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,010 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Edu175's solution](#)

908.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Edu175's solution](#)

909.

1903D1

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

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Edu175's solution](#)

910.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Edu175's solution](#)

911.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

912.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Edu175's solution](#)

913.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Edu175's solution](#)

914.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Edu175's solution](#)

915.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Edu175's solution](#)

916.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Edu175's solution](#)

917.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Edu175's solution](#)

918.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Edu175's solution](#)

919.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Edu175's solution](#)

920.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,800 global accepts · Rating: 1700 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Edu175's solution](#)

921.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[Edu175's solution](#)

922.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Edu175's solution](#)

923.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Edu175's solution](#)

924.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Edu175's solution](#)

925.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Edu175's solution](#)

926.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation

[Edu175's solution](#)

927.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Edu175's solution](#)

928.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Edu175's solution](#)

929.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Edu175's solution](#)

930.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Edu175's solution](#)

931.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Edu175's solution](#)

932.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Edu175's solution](#)

933.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Edu175's solution](#)

934.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,665 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Edu175's solution](#)

935.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Edu175's solution](#)

936.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Edu175's solution](#)

937.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Edu175's solution](#)

938.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Edu175's solution](#)

939.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Edu175's solution](#)

940.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Edu175's solution](#)

941.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Edu175's solution](#)

942.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Edu175's solution](#)

943.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

944.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Edu175's solution](#)

945.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Edu175's solution](#)

946.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Edu175's solution](#)

947.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Edu175's solution](#)

948.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,783 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Edu175's solution](#)

949.

2208D1

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

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Edu175's solution](#)

950.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Edu175's solution](#)

951.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Edu175's solution](#)

952.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1800 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Edu175's solution](#)

953.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive
[Edu175's solution](#)

954.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[Edu175's solution](#)

955.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Edu175's solution](#)

956.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
[Edu175's solution](#)

957.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Edu175's solution](#)

958.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,662 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[Edu175's solution](#)

959.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[Edu175's solution](#)

960.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[Edu175's solution](#)

961.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[Edu175's solution](#)

962.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[Edu175's solution](#)

963.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[Edu175's solution](#)

964.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Edu175's solution](#)

965.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Edu175's solution](#)

966.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy

[Edu175's solution](#)

967.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,157 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[Edu175's solution](#)

968.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

969.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[Edu175's solution](#)

970.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Edu175's solution](#)

971.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Edu175's solution](#)

972.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Edu175's solution](#)

973.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Edu175's solution](#)

974.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Edu175's solution](#)

975.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Edu175's solution](#)

976.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Edu175's solution](#)

977.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Edu175's solution](#)

978.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Edu175's solution](#)

979.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Edu175's solution](#)

980.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Edu175's solution](#)

981.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Edu175's solution](#)

982.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Edu175's solution](#)

983.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Edu175's solution](#)

984.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Edu175's solution](#)

985.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,080 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Edu175's solution](#)

986.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Edu175's solution](#)

987.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Edu175's solution](#)

988.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Edu175's solution](#)

989.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[Edu175's solution](#)

990.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Edu175's solution](#)

991.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Edu175's solution](#)

992.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Edu175's solution](#)

993.

1907F

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Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Edu175's solution](#)

994.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Edu175's solution](#)

995.

1867D

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Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Edu175's solution](#)

996.

1859D

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Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

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997.

1856E1

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Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Edu175's solution](#)

998.

1851F

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[Edu175's solution](#)

999.

1852B

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Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Edu175's solution](#)

1000.

1852A

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Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[Edu175's solution](#)

1001.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Edu175's solution](#)

1002.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

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[Edu175's solution](#)

1003.

1152C

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Quality: 7,084 global accepts · Rating: 1800 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Edu175's solution](#)**1004.**

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Edu175's solution](#)**1005.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Edu175's solution](#)**1006.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Edu175's solution](#)**1007.**

1081D

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Quality: 4,645 global accepts · Rating: 1800 · first AC: 2023-05-15 · last AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Edu175's solution](#)**1008.**

1805D

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Quality: 9,003 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Edu175's solution](#)**1009.**

1809D

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Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)**1010.**

1793D

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Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Edu175's solution](#)**1011.**

1780D

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Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Edu175's solution](#)**1012.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Edu175's solution](#)

1013.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Edu175's solution](#)**1014.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Edu175's solution](#)**1015.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Edu175's solution](#)**1016.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Edu175's solution](#)**1017.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Edu175's solution](#)**1018.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Edu175's solution](#)**1019.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Edu175's solution](#)**1020.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Edu175's solution](#)**1021.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Edu175's solution](#)**1022.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Edu175's solution](#)

1023.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,900 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math
[Edu175's solution](#)

1024.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings
[Edu175's solution](#)

1025.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2026-02-09 · last AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[Edu175's solution](#)

1026.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[Edu175's solution](#)

1027.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[Edu175's solution](#)

1028.

2180C

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

Quality: 6,464 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
[Edu175's solution](#)

1029.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dp
[Edu175's solution](#)

1030.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[Edu175's solution](#)

1031.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings
[Edu175's solution](#)

1032.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[Edu175's solution](#)

1033.

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

[Edu175's solution](#)

1034.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Edu175's solution](#)

1035.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Edu175's solution](#)

1036.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Edu175's solution](#)

1037.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Edu175's solution](#)

1038.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Edu175's solution](#)

1039.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,621 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Edu175's solution](#)

1040.

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Edu175's solution](#)

1041.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Edu175's solution](#)

1042.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, dp, greedy, implementation

[Edu175's solution](#)

1043.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Edu175's solution](#)

1044.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,020 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Edu175's solution](#)

1045.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Edu175's solution](#)

1046.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Edu175's solution](#)

1047.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Edu175's solution](#)

1048.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Edu175's solution](#)

1049.

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[Edu175's solution](#)

1050.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Edu175's solution](#)

1051.

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Edu175's solution](#)

1052.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Edu175's solution](#)

1053.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Edu175's solution](#)

1054.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Edu175's solution](#)

1055.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Edu175's solution](#)

1056.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Edu175's solution](#)

1057.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Edu175's solution](#)

1058.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Edu175's solution](#)

1059.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Edu175's solution](#)

1060.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Edu175's solution](#)

1061.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Edu175's solution](#)

1062.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,389 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Edu175's solution](#)

1063.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Edu175's solution](#)

1064.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Edu175's solution](#)

1065.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Edu175's solution](#)

1066.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Edu175's solution](#)

1067.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Edu175's solution](#)

1068.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Edu175's solution](#)

1069.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Edu175's solution](#)

1070.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Edu175's solution](#)

1071.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Edu175's solution](#)

1072.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[Edu175's solution](#)

1073.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Edu175's solution](#)

1074.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Edu175's solution](#)

1075.

1878F

[Vasillije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Edu175's solution](#)

1076.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Edu175's solution](#)

1077.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Edu175's solution](#)

1078.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[Edu175's solution](#)

1079.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Edu175's solution](#)

1080.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Edu175's solution](#)

1081.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Edu175's solution](#)

1082.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings
[Edu175's solution](#)

1083.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
[Edu175's solution](#)

1084.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

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1085.

1794D

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1086.

1799D1

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1087.

191C

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1088.

1791G2

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1089.

1787D

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1090.

1777D

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1091.

1774E

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1092.

1679D

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1093.

1759G

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1094.

1744E2

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1095.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

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1096.

1739D

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1097.

233D

[Table · Tutorial](#)

Rating: 1900 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

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1098.

2201C

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1099.

1101D

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1100.

1672F1

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1101.

1250N

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Quality: 1,766 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

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1102.

2196C2

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1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2026-02-09 · last AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Edu175's solution](#)**1104.**

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Edu175's solution](#)**1105.**

2178E

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Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Edu175's solution](#)**1106.**

2165C

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[Edu175's solution](#)**1107.**

1984D

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Quality: 3,881 global accepts · Rating: 2000 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Edu175's solution](#)**1108.**

2146D2

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[Edu175's solution](#)**1109.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · last AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Edu175's solution](#)**1110.**

2135C

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[Edu175's solution](#)**1111.**

2129C2

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1112.

2103D

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Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · last AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

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1113.

1796D

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1114.

2096D

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Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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1115.

2085D

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1116.

2075D

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1117.

2061E

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Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Edu175's solution](#)

1118.

1725C

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1119.

1686D

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1120.

2062E1

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1121.

2055D

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Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
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1122.

2057D

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1123.

2051F

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1124.

2048E

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1125.

1610D

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1126.

2037G

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1127.

2020E

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2014F

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1129.

1994E

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1130.

1987E

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1131.

1956D

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Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Edu175's solution](#)

1132.

1951E

[No Palindromes](#) · [Tutorial](#)

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1133.

1951D

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Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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1134.

1943B

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1135.

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1136.

1931G

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1137.

1905D

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1138.

1903E

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1139.

1894E

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Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

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1140.

1889C1

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1867E1

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math

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1862G

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1841D

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1144.

1831D

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Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math

[Edu175's solution](#)

1145.

1828D1

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1146.

1816D

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1147.

1804D

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1148.

1783D

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1149.

1770D

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1150.

1731E

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[Edu175's solution](#)

1151.

1646D

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1152.

1763C

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[Edu175's solution](#)

1153.

1744F

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Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[Edu175's solution](#)

1154.

1712D

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1155.

1637E

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1156.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math, number theory, trees

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1157.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

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1158.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2100 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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1159.

2205E

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[Edu175's solution](#)

1160.

2183E

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Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

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1161.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Edu175's solution](#)

1162.

1896E

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[Edu175's solution](#)

1163.

2124E

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1164.

2163D1

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Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Edu175's solution](#)

1165.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Edu175's solution](#)

1166.

1863E

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1167.

2162F

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1168.

2159B

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1169.

2152E

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Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

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1170.

2150C

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1171.

2135D1

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[Edu175's solution](#)

1172.

2127E

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1173.

609E

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1174.

2115B

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Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Edu175's solution](#)

1175.

2061F1

[Kevin and Binary String \(Easy Version\) · Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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1176.

1725F

[Field Photography · Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, sortings

[Edu175's solution](#)

1177.

2051G

[Snakes · Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Edu175's solution](#)

1178.

2029E

[Common Generator · Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Edu175's solution](#)

1179.

2040E

[Control of Randomness · Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Edu175's solution](#)

1180.

2046C

[Adventurers · Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Edu175's solution](#)

1181.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Edu175's solution](#)

1182.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Edu175's solution](#)

1183.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Edu175's solution](#)

1184.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Edu175's solution](#)

1185.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Edu175's solution](#)

1186.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Edu175's solution](#)

1187.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Edu175's solution](#)

1188.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Edu175's solution](#)

1189.

1933F

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

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Edu175's solution](#)

1190.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Edu175's solution](#)

1191.

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

[Edu175's solution](#)

1192.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Edu175's solution](#)

1193.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Edu175's solution](#)

1194.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Edu175's solution](#)

1195.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Edu175's solution](#)

1196.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Edu175's solution](#)

1197.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Edu175's solution](#)

1198.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive

[Edu175's solution](#)

1199.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Edu175's solution](#)

1200.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[Edu175's solution](#)

1201.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[Edu175's solution](#)

1202.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Edu175's solution](#)

1203.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,028 global accepts · Rating: 2100 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

[Edu175's solution](#)

1204.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Edu175's solution](#)

1205.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Edu175's solution](#)

1206.

1787E

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

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Edu175's solution](#)

1207.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Edu175's solution](#)

1208.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Edu175's solution](#)

1209.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Edu175's solution](#)

1210.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Edu175's solution](#)

1211.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Edu175's solution](#)

1212.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[Edu175's solution](#)

1213.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers
[Edu175's solution](#)

1214.

2208D2

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

Quality: 1,835 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[Edu175's solution](#)

1215.

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Edu175's solution](#)

1216.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search
[Edu175's solution](#)

1217.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
[Edu175's solution](#)

1218.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[Edu175's solution](#)

1219.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees
[Edu175's solution](#)

1220.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[Edu175's solution](#)

1221.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Edu175's solution](#)

1222.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Edu175's solution](#)

1223.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Edu175's solution](#)

1224.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[Edu175's solution](#)

1225.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[Edu175's solution](#)

1226.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Edu175's solution](#)

1227.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Edu175's solution](#)

1228.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Edu175's solution](#)

1229.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Edu175's solution](#)

1230.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy, implementation, two pointers

[Edu175's solution](#)

1231.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Edu175's solution](#)

1232.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-08-12 · last AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Edu175's solution](#)

1233.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Edu175's solution](#)

1234.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Edu175's solution](#)

1235.

1968G2

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

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Edu175's solution](#)

1236.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Edu175's solution](#)

1237.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Edu175's solution](#)

1238.

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Edu175's solution](#)

1239.

1921G

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

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Edu175's solution](#)

1240.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Edu175's solution](#)

1241.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Edu175's solution](#)

1242.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[Edu175's solution](#)

1243.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Edu175's solution](#)

1244.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Edu175's solution](#)

1245.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[Edu175's solution](#)

1246.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[Edu175's solution](#)

1247.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Edu175's solution](#)

1248.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Edu175's solution](#)

1249.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees

[Edu175's solution](#)

1250.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Edu175's solution](#)

1251.

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Edu175's solution](#)

1252.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Edu175's solution](#)

1253.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[Edu175's solution](#)

1254.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Edu175's solution](#)

1255.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Edu175's solution](#)

1256.

1730D

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

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

[Edu175's solution](#)

1257.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2026-04-18 · last AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, math

[Edu175's solution](#)

1258.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[Edu175's solution](#)

1259.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Edu175's solution](#)

1260.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Edu175's solution](#)

1261.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Edu175's solution](#)

1262.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Edu175's solution](#)

1263.

2124F1

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

Quality: 1,564 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Edu175's solution](#)

1264.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Edu175's solution](#)

1265.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[Edu175's solution](#)

1266.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Edu175's solution](#)

1267.

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

[Edu175's solution](#)

1268.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Edu175's solution](#)

1269.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[Edu175's solution](#)

1270.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Edu175's solution](#)

1271.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Edu175's solution](#)

1272.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Edu175's solution](#)

1273.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Edu175's solution](#)

1274.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Edu175's solution](#)

1275.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Edu175's solution](#)

1276.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Edu175's solution](#)

1277.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Edu175's solution](#)

1278.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Edu175's solution](#)

1279.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Edu175's solution](#)

1280.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Edu175's solution](#)

1281.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Edu175's solution](#)

1282.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Edu175's solution](#)

1283.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, two pointers

[Edu175's solution](#)

1284.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,567 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Edu175's solution](#)

1285.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two pointers

[Edu175's solution](#)

1286.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Edu175's solution](#)

1287.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Edu175's solution](#)

1288.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Edu175's solution](#)

1289.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Edu175's solution](#)

1290.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, hashing, sortings

[Edu175's solution](#)

1291.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[Edu175's solution](#)

1292.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Edu175's solution](#)

1293.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Edu175's solution](#)

1294.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Edu175's solution](#)

1295.

1943C

[Tree Compass](#) · [Tutorial](#)

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

[Edu175's solution](#)

1296.

1933G

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

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Edu175's solution](#)

1297.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Edu175's solution](#)

1298.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Edu175's solution](#)

1299.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-20 · last AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Edu175's solution](#)

1300.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Edu175's solution](#)

1301.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Edu175's solution](#)

1302.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Edu175's solution](#)

1303.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Edu175's solution](#)

1304.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Edu175's solution](#)

1305.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[Edu175's solution](#)

1306.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[Edu175's solution](#)

1307.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Edu175's solution](#)

1308.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-04-01 · last AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Edu175's solution](#)

1309.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive

algorithms, math

[Edu175's solution](#)

1310.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Edu175's solution](#)

1311.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2026-02-10 · last AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[Edu175's solution](#)

1312.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Edu175's solution](#)

1313.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Edu175's solution](#)

1314.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Edu175's solution](#)

1315.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · last AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Edu175's solution](#)

1316.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Edu175's solution](#)

1317.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Edu175's solution](#)

1318.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation

[Edu175's solution](#)

1319.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, math, sortings, two pointers

[Edu175's solution](#)

1320.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Edu175's solution](#)

1321.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[Edu175's solution](#)

1322.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[Edu175's solution](#)

1323.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Edu175's solution](#)

1324.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Edu175's solution](#)

1325.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Edu175's solution](#)

1326.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Edu175's solution](#)

1327.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Edu175's solution](#)

1328.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2024-09-25 · last AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Edu175's solution](#)

1329.

1828D2

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

Rating: 2400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Edu175's solution](#)

1330.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Edu175's solution](#)

1331.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Edu175's solution](#)

1332.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Edu175's solution](#)

1333.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Edu175's solution](#)

1334.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Edu175's solution](#)

1335.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Edu175's solution](#)

1336.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Edu175's solution](#)

1337.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · last AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Edu175's solution](#)

1338.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Edu175's solution](#)

1339.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, number theory

[Edu175's solution](#)

1340.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Edu175's solution](#)

1341.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Edu175's solution](#)

1342.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Edu175's solution](#)

1343.

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

[Edu175's solution](#)

1344.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Edu175's solution](#)

1345.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[Edu175's solution](#)

1346.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Edu175's solution](#)

1347.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Edu175's solution](#)

1348.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Edu175's solution](#)

1349.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Edu175's solution](#)

1350.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Edu175's solution](#)

1351.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Edu175's solution](#)

1352.

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Edu175's solution](#)

1353.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Edu175's solution](#)

1354.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Edu175's solution](#)

1355.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Edu175's solution](#)

1356.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[Edu175's solution](#)

1357.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Edu175's solution](#)

1358.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[Edu175's solution](#)

1359.

2159D1

[Inverse Minimum Partition \(Easy Version\) · Tutorial](#)

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Edu175's solution](#)

1360.

1842F

[Tenzing and Tree · Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Edu175's solution](#)

1361.

2152F

[Triple Attack · Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Edu175's solution](#)

1362.

2144E2

[Looking at Towers \(difficult version\) · Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Edu175's solution](#)

1363.

1076F

[Summer Practice Report · Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Edu175's solution](#)

1364.

2133E

[I Yearned For The Mines · Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Edu175's solution](#)

1365.

2125E

[Sets of Complementary Sums · Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Edu175's solution](#)

1366.

1824C

[LuoTianyi and XOR-Tree · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Edu175's solution](#)

1367.

976F

[Minimal k-covering · Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Edu175's solution](#)

1368.

2101D

[Mani and Segments · Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Edu175's solution](#)

1369.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Edu175's solution](#)

1370.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Edu175's solution](#)

1371.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Edu175's solution](#)

1372.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Edu175's solution](#)

1373.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Edu175's solution](#)

1374.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Edu175's solution](#)

1375.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Edu175's solution](#)

1376.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Edu175's solution](#)

1377.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Edu175's solution](#)

1378.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Edu175's solution](#)

1379.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Edu175's solution](#)

1380.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Edu175's solution](#)

1381.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Edu175's solution](#)

1382.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Edu175's solution](#)

1383.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Edu175's solution](#)

1384.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Edu175's solution](#)

1385.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Edu175's solution](#)

1386.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

1387.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Edu175's solution](#)

1388.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Edu175's solution](#)

1389.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Edu175's solution](#)

1390.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Edu175's solution](#)

1391.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Edu175's solution](#)

1392.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Edu175's solution](#)

1393.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[Edu175's solution](#)

1394.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[Edu175's solution](#)

1395.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Edu175's solution](#)

1396.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Edu175's solution](#)

1397.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Edu175's solution](#)

1398.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Edu175's solution](#)

1399.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Edu175's solution](#)

1400.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Edu175's solution](#)

1401.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[Edu175's solution](#)

1402.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Edu175's solution](#)

1403.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Edu175's solution](#)

1404.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Edu175's solution](#)

1405.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-24 · last AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Edu175's solution](#)

1406.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Edu175's solution](#)

1407.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Edu175's solution](#)

1408.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Edu175's solution](#)

1409.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Edu175's solution](#)

1410.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Edu175's solution](#)

1411.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Edu175's solution](#)

1412.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[Edu175's solution](#)

1413.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Edu175's solution](#)

1414.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Edu175's solution](#)

1415.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Edu175's solution](#)

1416.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Edu175's solution](#)

1417.

1898F

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

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Edu175's solution](#)

1418.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Edu175's solution](#)

1419.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Edu175's solution](#)

1420.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Edu175's solution](#)

1421.

1816F

[XOR Counting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Edu175's solution](#)

1422.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Edu175's solution](#)

1423.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Edu175's solution](#)

1424.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Edu175's solution](#)

1425.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Edu175's solution](#)

1426.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Edu175's solution](#)

1427.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math,

probabilities

[Edu175's solution](#)

1428.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-29 · last AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Edu175's solution](#)

1429.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Edu175's solution](#)

1430.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Edu175's solution](#)

1431.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Edu175's solution](#)

1432.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · last AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Edu175's solution](#)

1433.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Edu175's solution](#)

1434.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[Edu175's solution](#)

1435.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Edu175's solution](#)

1436.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Edu175's solution](#)

1437.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Edu175's solution](#)

1438.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Edu175's solution](#)

1439.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Edu175's solution](#)

1440.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2026-04-19 · last AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Edu175's solution](#)

1441.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Edu175's solution](#)

1442.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-22 · last AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[Edu175's solution](#)

1443.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-09 · last AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[Edu175's solution](#)

1444.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Edu175's solution](#)

1445.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Edu175's solution](#)

1446.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute

force, combinatorics, dp, math, probabilities

[Edu175's solution](#)

1447.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Edu175's solution](#)

1448.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · last AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Edu175's solution](#)

1449.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[Edu175's solution](#)

1450.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math

[Edu175's solution](#)

1451.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-25 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[Edu175's solution](#)

1452.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Edu175's solution](#)

1453.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Edu175's solution](#)

1454.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Edu175's solution](#)

1455.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-27 · last AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Edu175's solution](#)

1456.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · last AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[Edu175's solution](#)

1457.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Edu175's solution](#)

1458.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[Edu175's solution](#)

1459.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Edu175's solution](#)

1460.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Edu175's solution](#)

1461.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Edu175's solution](#)

1462.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Edu175's solution](#)

1463.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Edu175's solution](#)

1464.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Edu175's solution](#)

1465.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

1466.

1672I

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

Quality: 252 global accepts · Rating: 3000 · first AC: 2026-02-24 · last AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Edu175's solution](#)

1467.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[Edu175's solution](#)

1468.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Edu175's solution](#)

1469.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Edu175's solution](#)

1470.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Edu175's solution](#)

1471.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-10 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math

[Edu175's solution](#)

1472.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Edu175's solution](#)

1473.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees

[Edu175's solution](#)

1474.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-02-24 · last AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Edu175's solution](#)

1475.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Edu175's solution](#)

1476.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Edu175's solution](#)

1477.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Edu175's solution](#)

1478.

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math

[Edu175's solution](#)

1479.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2026-02-10 · last AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[Edu175's solution](#)

1480.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[Edu175's solution](#)

1481.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[Edu175's solution](#)

1482.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[Edu175's solution](#)

1483.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Edu175's solution](#)

1484.

2222D

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

Quality: 3,187 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Edu175's solution](#)

1485.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,774 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Edu175's solution](#)

1486.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Edu175's solution](#)

1487.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,992 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Edu175's solution](#)

1488.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · last AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1489.

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · last AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1490.

104976E

[Period of a String](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1491.

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1492.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1493.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1494.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1495.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1496.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1497.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-14 · last AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Edu175's solution](#)

1498.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Edu175's solution](#)

1499.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Edu175's solution](#)

1500.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Edu175's solution](#)

1501.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,209 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Edu175's solution](#)

1502.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Edu175's solution](#)

1503.

106167F

[Flappy Bird](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · last AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1504.

100307D

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · last AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1505.

105254V

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · last AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1506.

103470F

[Paimon Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · last AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1507.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · last AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1508.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1509.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1510.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1511.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1512.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1513.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1514.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1515.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1516.

106416C

[Crop Circles](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · last AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1517.

105254R

[Zoo Management](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1518.

105254T

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1519.

105254Q

[Doing the Container Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1520.

105254U

[Toy Train Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1521.

105254W

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: —

[Edu175's solution](#)

1522.

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1523.

105254P

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1524.

106416L

[Late and Disobedient](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · last AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1525.

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1526.

106416K

[Kitten Greetings](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · last AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1527.

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1528.

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1529.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1530.

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1531.

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1532.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1533.

106416H

[Holes and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1534.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1535.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · last AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1536.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1537.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1538.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1539.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1540.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1541.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1542.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1543.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1544.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1545.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1546.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1547.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1548.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1549.

106353H

[Hasty Haul](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1550.

106353G

[Group Photo](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1551.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1552.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1553.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1554.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1555.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1556.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1557.

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1558.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1559.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1560.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · last AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1561.

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · last AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1562.

106193L

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

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1563.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1564.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1565.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1566.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · PyPy 3-64 (first AC) · Tags: —

[Edu175's solution](#)

1567.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1568.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1569.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1570.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1571.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1572.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1573.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1574.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1575.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1576.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1577.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1578.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1579.

105562A

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

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1580.

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · last AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1581.

106178G

[Gridoland Power Gauge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1582.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1583.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1584.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1585.

106178F

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

Rating: — · first AC: 2025-11-12 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1586.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1587.

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1588.

106178B

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

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1589.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1590.

106178D

[Displaying Decimals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · last AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1591.

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1592.

102299J

[MasterCodeChef Russia](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · last AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1593.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · last AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1594.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[Edu175's solution](#)

1595.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Edu175's solution](#)**1596.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[Edu175's solution](#)**1597.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[Edu175's solution](#)**1598.**

103934A

[The army of Thutmose III](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)**1599.**

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)**1600.**

101889L

[Linearville](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · last AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)**1601.**

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)**1602.**

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)**1603.**

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)**1604.**

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)**1605.**

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1606.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1607.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1608.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1609.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1610.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1611.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1612.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1613.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · PyPy 3-64 (first AC) · Tags: —

[Edu175's solution](#)

1614.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1615.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1616.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1617.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1618.

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · last AC: 2025-10-11 · PyPy 3-64 (first AC) · Tags: —

[Edu175's solution](#)

1619.

106073G

[Generating patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1620.

106073K

[Knockout, swiss and other kinds of tournaments](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1621.

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1622.

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1623.

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1624.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1625.

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1626.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1627.

106073C

[Collatz polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1628.

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1629.

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1630.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1631.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1632.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1633.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1634.

103427L

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

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1635.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1636.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1637.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · last AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1638.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · last AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1639.

102992H

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

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1640.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1641.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1642.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1643.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1644.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1645.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1646.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1647.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1648.

106054F

[Feeding the goat](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · last AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1649.

106054K

[Kuantum](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1650.

106054N

[Nothofagus antarctica](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1651.

106054M

[March and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1652.

106054J

[Jaimito's blocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1653.

106054I

[Inés and her compitas](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1654.

106054H

[Hidden divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1655.

106054G

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

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1656.

106054A

[Artifact to print](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1657.

106054L

[Lakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1658.

106054E

[Execution](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1659.

106054C

[Circularly](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1660.

106054B

[Block sum array](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1661.

106054D

[Day of rain](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · last AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1662.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1663.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1664.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1665.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1666.

100492B

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

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1667.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1668.

102861O

[Venusian Shuttle](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1669.

102861D

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

Rating: — · first AC: 2025-08-22 · last AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1670.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1671.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1672.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1673.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1674.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1675.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1676.

102861N

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

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1677.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1678.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1679.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1680.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1681.

101081A

[Card Show](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · last AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1682.

101081J

[Optimized RPG](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · last AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1683.

101081K

[Pope's work](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1684.

101081F

[Auction of Services](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1685.

101081G

[7168 – SMOK](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1686.

101081H

[Warsaw University](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1687.

101081E

[Polish Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1688.

101081C

[Salt Mine](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1689.

101081I

[Polish Solidarity](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1690.

101081D

[Fire Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1691.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)

1692.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1693.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1694.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1695.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1696.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)

1697.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1698.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1699.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1700.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)

1701.

104891F

[Land Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1702.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1703.

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1704.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)

1705.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1706.

104891A

[\(-1.1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1707.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)

1708.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1709.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1710.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · last AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1711.

105646H

[Weather Forecast](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · last AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1712.

105646D

[Xor Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1713.

105646A

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

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1714.

105646C

[Radars](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1715.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1716.

101190M

[Mole Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · last AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1717.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1718.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1719.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1720.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1721.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1722.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1723.

105578G

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

Rating: — · first AC: 2025-06-02 · last AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: —

[Edu175's solution](#)

1724.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1725.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1726.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1727.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1728.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1729.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · last AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1730.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · last AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1731.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1732.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1733.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1734.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1735.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1736.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1737.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1738.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1739.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1740.

101630A

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

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1741.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1742.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1743.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1744.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1745.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1746.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1747.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1748.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1749.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1750.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1751.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1752.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1753.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1754.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1755.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1756.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1757.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1758.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)

1759.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1760.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1761.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1762.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1763.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1764.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1765.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-08 · last AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1766.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · last AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1767.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1768.

105657M

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

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1769.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1770.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1771.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1772.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1773.

101064E

[A Word to Trump All](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1774.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, brute force

[Edu175's solution](#)

1775.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[Edu175's solution](#)

1776.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[Edu175's solution](#)

1777.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[Edu175's solution](#)

1778.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[Edu175's solution](#)

1779.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[Edu175's solution](#)

1780.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · last AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1781.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1782.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1783.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1784.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1785.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1786.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1787.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1788.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1789.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1790.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1791.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1792.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1793.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1794.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1795.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1796.

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1797.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1798.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1799.

104270D

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

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1800.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1801.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1802.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1803.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1804.

104270M

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

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1805.

101492I

[Protecting the Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · last AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1806.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1807.

103495H

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

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1808.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1809.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1810.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1811.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1812.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1813.

103640D

[Daily Turnovers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · last AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1814.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · last AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1815.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · last AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1816.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1817.

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · last AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1818.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · last AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1819.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · last AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1820.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1821.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1822.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1823.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1824.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1825.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1826.

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Quality: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1827.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

[Edu175's solution](#)

1828.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Edu175's solution](#)

1829.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[Edu175's solution](#)

1830.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Edu175's solution](#)

1831.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Edu175's solution](#)

1832.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Edu175's solution](#)

1833.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2024-08-02 · last AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: math

[Edu175's solution](#)

1834.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Edu175's solution](#)

1835.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, sortings

[Edu175's solution](#)

1836.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Edu175's solution](#)

1837.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Edu175's solution](#)

1838.

104555J

[Jumping to Victory](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1839.

105544K

[Chemical Storage](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1840.

105544E

[Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · last AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1841.

105544J

[Lead Time Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1842.

105544L

[Nine Never](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1843.

105544F

[Baker's Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1844.

105544C

[Where the Lantern Lights are Dimming](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1845.

105544D

[Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1846.

105544H

[Bank Deposit Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1847.

105544B

[Recurring Decimal to Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1848.

105544M

[Task scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1849.

105544A

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1850.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1851.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1852.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1853.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1854.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1855.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1856.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1857.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1858.

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1859.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1860.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1861.

104847H

[Rebellious Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1862.

104847C

[Huawei Frequencies Selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1863.

104847F

[Toll Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1864.

104847J

[You Are Given a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1865.

104847D

[JCPC Registration System](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1866.

104847E

[Raiffeisenbank Logistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1867.

104847A

[Quantum Supremacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1868.

104847K

[Dynamic Traffic with MegaFon](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1869.

101492D

[Geographic Information System](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · last AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1870.

101492G

[Splitting the Empire](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1871.

101492J

[Deciphering Oracles](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1872.

101492C

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1873.

101492E

[Teamwork](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1874.

101492L

[Approximate Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1875.

101492H

[Programming a robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1876.

101492A

[Communicating the Tibet](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1877.

101492F

[Hitting the target](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1878.

101492K

[Cutting Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1879.

101492B

[Building a Bianzhong](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1880.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · last AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1881.

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1882.

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1883.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1884.

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1885.

105505I

[Inversion Insight](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1886.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1887.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1888.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1889.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1890.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1891.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1892.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1893.

103185I

[Impenetrable Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1894.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1895.

104604A

[Flechas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1896.

101047I

[The Kunming-Singapore Railway](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1897.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1898.

103185B

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

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1899.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1900.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1901.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1902.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1903.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1904.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1905.

101047J

[The Kamphaeng Phet's Chedis](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · last AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1906.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1907.

101047D

[Random walks in Thailand](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · last AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1908.

101047F

[Fighting the Rajasi](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1909.

101047K

[Training with Phuket's larvae](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1910.

101047G

[Thai Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · last AC: 2024-11-16 · PyPy 3-64 (first AC) · Tags: —

[Edu175's solution](#)

1911.

101047C

[Robotics Competition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1912.

101047H

[Guarding the Temples](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1913.

101047E

[Escape from Ayutthaya](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1914.

101047M

[Removing coins in Kem Kadrān](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1915.

101047L

[Putting plates on the tuk-tuks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1916.

101047B

[Renzo and the palindromic decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1917.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1918.

104848H

[Roman Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1919.

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1920.

104848G

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

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1921.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1922.

104848N

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

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1923.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1924.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1925.

104871A

[Attendance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · last AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1926.

104871L

[Labelled Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1927.

101309B

[Binary Operation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1928.

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1929.

104871G

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

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1930.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1931.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1932.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1933.

102354J

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

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1934.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1935.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1936.

104871I

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

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1937.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1938.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1939.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1940.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1941.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1942.

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1943.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1944.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1945.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1946.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1947.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1948.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1949.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1950.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1951.

105297E

[Energy crisis](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1952.

105297L

[Night at Hazrat Sultan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1953.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1954.

101309H

[Hands of Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1955.

101309J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1956.

101309F

[Factorial Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1957.

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)

1958.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)

1959.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)

1960.

101309D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1961.

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1962.

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1963.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Edu175's solution](#)

1964.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1965.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1966.

100861J

[Jig-saw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1967.

100861F

[Flight to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1968.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1969.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1970.

100861K

[Klondike Gluon Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1971.

100861H

[Hadron Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1972.

100861I

[Mr. Incognito's Real Estate](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1973.

100861E

[Extreme Programming](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1974.

100861D

[Database Query Engine](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1975.

100861G

[Genesis Project](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1976.

100861C

[Construction](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1977.

100861B

[Bankrupt Broker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1978.

100861L

[Lucky Bonds](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1979.

100861A

[ACM ICPC Rules](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1980.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · last AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1981.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1982.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1983.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1984.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1985.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1986.

103049C

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

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1987.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1988.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1989.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1990.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1991.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1992.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1993.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1994.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1995.

105321J

[Never Add Up to X](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · last AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1996.

105321C

[Discovering Ngipto](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1997.

105321H

[Electric Fence for Livestock](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1998.

102299B

[Russo's Russian](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

1999.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2000.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: —

[Edu175's solution](#)

2001.

105321N

[New Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2002.

105321M

[Balloon Market](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2003.

105321L

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2004.

105321K

[Typographic Kaleidoscope](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2005.

105321I

[Innovations in Robotics](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2006.

105321G

[Garlands](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2007.

105321F

[Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2008.

105321E

[Final Showdown](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2009.

105321D

[Duo](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2010.

105321B

[Period Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2011.

105321A

[Advanced tic-tac-toe](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2012.

105297B

[Chopping Down Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2013.

105297D

[A is for Apple](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2014.

105297K

[Grabbing plush](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2015.

105297F

[Carbon Neutral](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2016.

105297H

[Traffic light](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2017.

105297C

[Road Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2018.

105297G

[Teleporting through Kazakhstan](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2019.

105297I

[From Baikonur to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2020.

105297A

[Nauryz](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2021.

105297J

[Acarajé](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2022.

104555K

[\\$\\$ for More, \\$\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2023.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2024.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2025.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2026.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2027.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2028.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2029.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2030.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2031.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2032.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2033.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2034.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2035.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2036.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2037.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2038.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2039.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2040.

101243I

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2041.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2042.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2043.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2044.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2045.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · PyPy 3 (first AC) · Tags: —

[Edu175's solution](#)

2046.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2047.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2048.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2049.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2050.

102299G

[Hunting leshys](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2051.

102299H

[Course recommendation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2052.

102299C

[Crystal Matryoshkas](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2053.

102299A

[Kolkhozy](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2054.

102299F

[Forbechenko v Rodvsky](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2055.

102299I

[Sobytiynyy Proyekt Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2056.

102299K

[Poor Folk](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2057.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2058.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2059.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2060.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2061.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2062.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2063.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2064.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2065.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2066.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2067.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2068.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2069.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2070.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2071.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2072.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2073.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2074.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2075.

100623K

[Key to Success](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2076.

100623I

[Important Wires](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · last AC: 2024-06-01 · PyPy 3 (first AC) · Tags: —

[Edu175's solution](#)

2077.

100623E

[Enchanted Mirror](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2078.

100623D

[Deposits](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2079.

100623F

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2080.

100623A

[Access Control Lists](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2081.

100623J

[Just Too Lucky](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2082.

100623B

[Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2083.

100623C

[Class](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2084.

100623H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2085.

104869B

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

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2086.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2087.

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2088.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2089.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2090.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2091.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2092.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Edu175's solution](#)

2093.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, two pointers

[Edu175's solution](#)

2094.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[Edu175's solution](#)

2095.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[Edu175's solution](#)

2096.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules

[Edu175's solution](#)

2097.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Edu175's solution](#)

2098.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[Edu175's solution](#)

2099.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[Edu175's solution](#)

2100.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Edu175's solution](#)

2101.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Edu175's solution](#)

2102.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Edu175's solution](#)

2103.

101064I

[Protecting the Central Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Edu175's solution](#)

2104.

101064J

[King of Tokyo](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Edu175's solution](#)

2105.

101064A

[Renzo and the lost artifact](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Edu175's solution](#)

2106.

101064B

[Buffaloes](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)

2107.

101064G

[The Declaration of Independence](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Edu175's solution](#)

2108.

101064H

[Pop Divas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Edu175's solution](#)

2109.

101064D

[Black Hills golden jewels](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)

2110.

101064K

[Mount Rushmore and Birthdays](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)

2111.

101064F

[Metal detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Edu175's solution](#)**2112.**

101064C

[Cahokia ruins](#) · [Tutorial](#)

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