

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

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# Unique solved — Ergodic137

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

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Filters: none

Count: 834

1.

2217A

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2.

2218C

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3.

2218B

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4.

2218A

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5.

2209A

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Quality: 21,522 global accepts · Rating: 800 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: greedy

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6.

2207A

[1-1](#) · [Tutorial](#)

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7.

2183A

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8.

2178A

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9.

2170A

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

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**10.**

2157A

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**11.**

2172A

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Quality: 14,562 global accepts · Rating: 800 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: implementation  
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**12.**

2163A

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Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, sortings  
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**13.**

2164A

[Sequence Game](#) · [Tutorial](#)

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**14.**

2161A

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**15.**

2155A

[El fucho](#) · [Tutorial](#)

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**16.**

2152A

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**17.**

2146A

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**18.**

2147A

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**19.**

2144A

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**20.**

2141A

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**21.**

2140A

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**22.**

2134A

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**23.**

2133B

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**24.**

2133A

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**25.**

2127A

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**26.**

2128A

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**27.**

2125A

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

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**28.**

2122A

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**29.**

2124A

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**30.**

2112A

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**31.**

2121B

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**32.**

2121A

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**33.**

2118A

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**34.**

2117B

[Shrink](#) · [Tutorial](#)

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**35.**

2117A

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**36.**

2111A

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**37.**

2110A

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

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**38.**

2109A

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**39.**

2059A

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**40.**

2062A

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**41.**

2063A

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**42.**

2053A

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**43.**

2043A

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**44.**

2051A

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**45.**

2051B

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**46.**

2049A

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**47.**

2048A

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**48.**

2044C

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**49.**

2044B

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**50.**

2044A

[Easy Problem](#) · [Tutorial](#)

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**51.**

2040A

[Game of Division](#) · [Tutorial](#)

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**52.**

2050A

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**53.**

2042A

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**54.**

2047A

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**55.**

2034A

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**56.**

2031A

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**57.**

2036B

[Startup](#) · [Tutorial](#)

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**58.**

2029A

[Set](#) · [Tutorial](#)

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**59.**

2036A

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**60.**

2032A

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**61.**

2035A

[Sliding](#) · [Tutorial](#)

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**62.**

2027A

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**63.**

2033A

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**64.**

2024A

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**65.**

2030A

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**66.**

2030B

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**67.**

2025A

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**68.**

2022A

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**69.**

1886A

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**70.**

1895A

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**71.**

2021A

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Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · Python 3 (first AC) · Tags: data structures, greedy, math, sortings

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**72.**

1761A

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**73.**

1890A

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**74.**

1899A

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

Quality: 92,822 global accepts · Rating: 800 · first AC: 2024-10-04 · Python 3 (first AC) · Tags: games, math, number theory

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**75.**

1901A

[Line Trip](#) · [Tutorial](#)

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**76.**

1903A

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**77.**

1927A

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**78.**

1926A

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**79.**

1974A

[Phone Desktop](#) · [Tutorial](#)

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**80.**

2020A

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**81.**

1980A

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

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**82.**

2019A

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**83.**

1985B

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**84.**

1985A

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**85.**

2010B

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Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

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86.

1997A

[Strong Password](#) · [Tutorial](#)

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87.

2000B

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88.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,961 global accepts · Rating: 800 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: implementation, math  
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89.

2003A

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90.

2004A

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Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: implementation, math  
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91.

2007A

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92.

2009A

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93.

2010A

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94.

2008A

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95.

2013A

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96.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,409 global accepts · Rating: 900 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: greedy  
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97.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings  
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98.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

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99.

2140B

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100.

2125B

[Left and Down](#) · [Tutorial](#)

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101.

1609A

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102.

1610A

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103.

1768B

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104.

1992C

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105.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings, two pointers  
[Ergodic137's solution](#)

106.

2110B

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

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: strings  
[Ergodic137's solution](#)

107.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: greedy, math  
[Ergodic137's solution](#)

**108.**

2048B

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

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

[Ergodic137's solution](#)

**109.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: implementation, math

[Ergodic137's solution](#)

**110.**

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: games, greedy

[Ergodic137's solution](#)

**111.**

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, greedy, strings

[Ergodic137's solution](#)

**112.**

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, sortings

[Ergodic137's solution](#)

**113.**

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, math

[Ergodic137's solution](#)

**114.**

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-10-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Ergodic137's solution](#)

**115.**

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Ergodic137's solution](#)

**116.**

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ergodic137's solution](#)

**117.**

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[Ergodic137's solution](#)

**118.**

2217B

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

Quality: 16,091 global accepts · Rating: 1000 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Ergodic137's solution](#)

**119.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Ergodic137's solution](#)

**120.**

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Ergodic137's solution](#)

**121.**

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Ergodic137's solution](#)

**122.**

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[Ergodic137's solution](#)

**123.**

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Ergodic137's solution](#)

**124.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy

[Ergodic137's solution](#)

**125.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: geometry

[Ergodic137's solution](#)

**126.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2025-06-11 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Ergodic137's solution](#)

**127.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2025-06-11 · PyPy 3-64 (first AC) · Tags: greedy

[Ergodic137's solution](#)

**128.**

1877B

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

Rating: 1000 · first AC: 2025-06-11 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[Ergodic137's solution](#)

**129.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Ergodic137's solution](#)

**130.**

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation

[Ergodic137's solution](#)

**131.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Ergodic137's solution](#)

**132.**

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: greedy

[Ergodic137's solution](#)

**133.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: implementation

[Ergodic137's solution](#)

**134.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, math

[Ergodic137's solution](#)

**135.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,901 global accepts · Rating: 1000 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: math, number theory

[Ergodic137's solution](#)

**136.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ergodic137's solution](#)

**137.**

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ergodic137's solution](#)

**138.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, two pointers

[Ergodic137's solution](#)

**139.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2024-10-31 · PyPy 3-64 (first AC) · Tags: math

[Ergodic137's solution](#)

**140.**

2218D

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

Quality: 18,458 global accepts · Rating: 1100 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ergodic137's solution](#)

**141.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Ergodic137's solution](#)

**142.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs

[Ergodic137's solution](#)

**143.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Ergodic137's solution](#)

**144.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ergodic137's solution](#)

**145.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Ergodic137's solution](#)

**146.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ergodic137's solution](#)

**147.**

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Ergodic137's solution](#)

**148.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[Ergodic137's solution](#)

**149.**

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Ergodic137's solution](#)

**150.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Ergodic137's solution](#)

**151.**

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: greedy, math

[Ergodic137's solution](#)

**152.**

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[Ergodic137's solution](#)

**153.**

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Ergodic137's solution](#)

**154.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: implementation, math

[Ergodic137's solution](#)

**155.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Ergodic137's solution](#)

**156.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[Ergodic137's solution](#)

**157.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[Ergodic137's solution](#)

**158.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[Ergodic137's solution](#)

**159.**

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, two pointers

[Ergodic137's solution](#)

**160.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: greedy

[Ergodic137's solution](#)

**161.**

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[Ergodic137's solution](#)

**162.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math

[Ergodic137's solution](#)

**163.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers

[Ergodic137's solution](#)

**164.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ergodic137's solution](#)

**165.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · Kotlin 1.9 (first AC) · Tags: math, number theory

[Ergodic137's solution](#)

**166.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

[Ergodic137's solution](#)

**167.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[Ergodic137's solution](#)

**168.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, strings

[Ergodic137's solution](#)

**169.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · Python 3 (first AC) · Tags: brute force, implementation

[Ergodic137's solution](#)

**170.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ergodic137's solution](#)

**171.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Ergodic137's solution](#)

**172.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, sortings

[Ergodic137's solution](#)

**173.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy

[Ergodic137's solution](#)

**174.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Ergodic137's solution](#)

**175.**

2218E

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

Quality: 14,125 global accepts · Rating: 1200 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force

[Ergodic137's solution](#)

**176.**

2196A

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

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: games, math

[Ergodic137's solution](#)

**177.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

[Ergodic137's solution](#)

**178.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[Ergodic137's solution](#)

**179.**

2174A

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

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: greedy, strings, two pointers

[Ergodic137's solution](#)

**180.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: greedy, math

[Ergodic137's solution](#)

**181.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: implementation

[Ergodic137's solution](#)

**182.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ergodic137's solution](#)

**183.**

2141B

[Games](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: \*special, greedy

[Ergodic137's solution](#)

**184.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Ergodic137's solution](#)

**185.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1200 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[Ergodic137's solution](#)

**186.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: greedy, math

[Ergodic137's solution](#)

**187.**

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[Ergodic137's solution](#)

**188.**

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[Ergodic137's solution](#)

**189.**

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,751 global accepts · Rating: 1200 · first AC: 2025-06-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Ergodic137's solution](#)

**190.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Ergodic137's solution](#)

**191.**

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Ergodic137's solution](#)

**192.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[Ergodic137's solution](#)

**193.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory

[Ergodic137's solution](#)

**194.**

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Ergodic137's solution](#)

**195.**

1945C

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

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: brute force

[Ergodic137's solution](#)

**196.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ergodic137's solution](#)

**197.**

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[Ergodic137's solution](#)

**198.**

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Ergodic137's solution](#)

**199.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[Ergodic137's solution](#)

**200.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · Kotlin 1.9 (first AC) · Tags: brute force, math

[Ergodic137's solution](#)

**201.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · last AC: 2024-12-28 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, greedy

[Ergodic137's solution](#)

**202.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · Kotlin 1.9 (first AC) · Tags: binary search, sortings, two pointers

[Ergodic137's solution](#)

**203.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Ergodic137's solution](#)

**204.**

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[Ergodic137's solution](#)

**205.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

[Ergodic137's solution](#)

**206.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[Ergodic137's solution](#)

**207.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Ergodic137's solution](#)

**208.**

2047C

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

Rating: 1200 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[Ergodic137's solution](#)

**209.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-11-16 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, math

[Ergodic137's solution](#)

**210.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · Python 3 (first AC) · Tags: brute force, greedy, math, number theory

[Ergodic137's solution](#)

**211.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-10-02 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Ergodic137's solution](#)

**212.**

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: binary search, math

[Ergodic137's solution](#)

**213.**

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: implementation, math

[Ergodic137's solution](#)

**214.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, math, number theory

[Ergodic137's solution](#)

**215.**

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures

[Ergodic137's solution](#)

**216.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: math

[Ergodic137's solution](#)

**217.**

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Ergodic137's solution](#)

**218.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Ergodic137's solution](#)

**219.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: binary search, greedy, two pointers

[Ergodic137's solution](#)

**220.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Ergodic137's solution](#)

**221.**

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games

[Ergodic137's solution](#)

**222.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation

[Ergodic137's solution](#)

**223.**

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms

[Ergodic137's solution](#)

**224.**

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Ergodic137's solution](#)

**225.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Ergodic137's solution](#)

**226.**

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy

[Ergodic137's solution](#)

**227.**

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Ergodic137's solution](#)

**228.**

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ergodic137's solution](#)

**229.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[Ergodic137's solution](#)

**230.**

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Ergodic137's solution](#)

**231.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, two pointers

[Ergodic137's solution](#)

**232.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,214 global accepts · Rating: 1300 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Ergodic137's solution](#)

**233.**

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, greedy, math

[Ergodic137's solution](#)

**234.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Ergodic137's solution](#)

**235.**

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Ergodic137's solution](#)

**236.**

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: greedy

[Ergodic137's solution](#)

**237.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,154 global accepts · Rating: 1300 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: brute force, math

[Ergodic137's solution](#)

**238.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: greedy

[Ergodic137's solution](#)

**239.**

1786B

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

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: brute force, sortings

[Ergodic137's solution](#)

**240.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ergodic137's solution](#)

**241.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Ergodic137's solution](#)

**242.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Ergodic137's solution](#)

**243.**

2050D

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

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, strings

[Ergodic137's solution](#)

**244.**

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Ergodic137's solution](#)

**245.**

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Ergodic137's solution](#)

**246.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Ergodic137's solution](#)

**247.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[Ergodic137's solution](#)

**248.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · Python 3 (first AC) · Tags: brute force, implementation, matrices  
[Ergodic137's solution](#)

**249.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy  
[Ergodic137's solution](#)

**250.**

2033D

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

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: data structures, dp, dsu, greedy, math  
[Ergodic137's solution](#)

**251.**

2024C

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

Rating: 1300 · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings  
[Ergodic137's solution](#)

**252.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · Python 3 (first AC) · Tags: binary search, greedy, math  
[Ergodic137's solution](#)

**253.**

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · Python 3 (first AC) · Tags: constructive algorithms, greedy  
[Ergodic137's solution](#)

**254.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1400 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive  
[Ergodic137's solution](#)

**255.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2026-01-22 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory  
[Ergodic137's solution](#)

**256.**

2190B1

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

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers  
[Ergodic137's solution](#)

**257.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Ergodic137's solution](#)

**258.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Ergodic137's solution](#)

**259.**

2156C

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

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Ergodic137's solution](#)

**260.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[Ergodic137's solution](#)

**261.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: graphs, interactive

[Ergodic137's solution](#)

**262.**

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[Ergodic137's solution](#)

**263.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[Ergodic137's solution](#)

**264.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Ergodic137's solution](#)

**265.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: math, number theory

[Ergodic137's solution](#)

**266.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Ergodic137's solution](#)

**267.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Ergodic137's solution](#)

**268.**

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: math, sortings

[Ergodic137's solution](#)

**269.**

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Ergodic137's solution](#)

**270.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ergodic137's solution](#)

**271.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,834 global accepts · Rating: 1400 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Ergodic137's solution](#)

**272.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,220 global accepts · Rating: 1400 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: greedy, strings

[Ergodic137's solution](#)

**273.**

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Ergodic137's solution](#)

**274.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[Ergodic137's solution](#)

**275.**

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Ergodic137's solution](#)

**276.**

1972D1

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

Rating: 1400 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Ergodic137's solution](#)

**277.**

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · Kotlin 1.9 (first AC) · Tags: binary search, implementation, math

[Ergodic137's solution](#)

**278.**

1855C1

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

Rating: 1400 · first AC: 2024-11-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Ergodic137's solution](#)

**279.**

1970C1

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

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: games

[Ergodic137's solution](#)

**280.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2024-11-04 · Python 3 (first AC) · Tags: greedy

[Ergodic137's solution](#)

**281.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings, two pointers

[Ergodic137's solution](#)

**282.**

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, strings

[Ergodic137's solution](#)

**283.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · Kotlin 1.9 (first AC) · Tags: bitmasks, constructive algorithms, math

[Ergodic137's solution](#)

**284.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: greedy, math

[Ergodic137's solution](#)

**285.**

2033E

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

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Ergodic137's solution](#)

**286.**

2033C

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

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, two pointers

[Ergodic137's solution](#)

**287.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: geometry, math

[Ergodic137's solution](#)

**288.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: implementation, math

[Ergodic137's solution](#)

**289.**

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Ergodic137's solution](#)

**290.**

2218F

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

Quality: 7,304 global accepts · Rating: 1500 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, trees  
[Ergodic137's solution](#)

**291.**

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[Ergodic137's solution](#)

**292.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers  
[Ergodic137's solution](#)

**293.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers  
[Ergodic137's solution](#)

**294.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation  
[Ergodic137's solution](#)

**295.**

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees  
[Ergodic137's solution](#)

**296.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · Python 3 (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[Ergodic137's solution](#)

**297.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: data structures, games, greedy  
[Ergodic137's solution](#)

**298.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: binary search, interactive  
[Ergodic137's solution](#)

**299.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings  
[Ergodic137's solution](#)

**300.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, math  
[Ergodic137's solution](#)

**301.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: combinatorics, math  
[Ergodic137's solution](#)

**302.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[Ergodic137's solution](#)

**303.**

1546C

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

Rating: 1500 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: sortings  
[Ergodic137's solution](#)

**304.**

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, two pointers  
[Ergodic137's solution](#)

**305.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, implementation, math  
[Ergodic137's solution](#)

**306.**

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: greedy, math  
[Ergodic137's solution](#)

**307.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[Ergodic137's solution](#)

**308.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy  
[Ergodic137's solution](#)

**309.**

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math, number theory  
[Ergodic137's solution](#)

**310.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, interactive,

math, number theory  
[Ergodic137's solution](#)

**311.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · Kotlin 1.9 (first AC) · Tags: bitmasks, divide and conquer, dp, math  
[Ergodic137's solution](#)

**312.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[Ergodic137's solution](#)

**313.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · last AC: 2024-12-05 · Kotlin 1.9 (first AC) · Tags: dp, implementation, strings  
[Ergodic137's solution](#)

**314.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2024-10-31 · PyPy 3-64 (first AC) · Tags: hashing, implementation  
[Ergodic137's solution](#)

**315.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · Python 3 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation  
[Ergodic137's solution](#)

**316.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy  
[Ergodic137's solution](#)

**317.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory  
[Ergodic137's solution](#)

**318.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math  
[Ergodic137's solution](#)

**319.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: greedy, math  
[Ergodic137's solution](#)

**320.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[Ergodic137's solution](#)

**321.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: math, number theory

[Ergodic137's solution](#)

**322.**

2207B

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

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[Ergodic137's solution](#)

**323.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, math

[Ergodic137's solution](#)

**324.**

2196B

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

Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: brute force, math, two pointers

[Ergodic137's solution](#)

**325.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Ergodic137's solution](#)

**326.**

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2025-12-13 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[Ergodic137's solution](#)

**327.**

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-12-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, schedules

[Ergodic137's solution](#)

**328.**

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Ergodic137's solution](#)

**329.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-22 · PyPy 3-64 (first AC) · Tags: graphs, greedy, math

[Ergodic137's solution](#)

**330.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: data structures, dp

[Ergodic137's solution](#)

**331.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation, math

[Ergodic137's solution](#)

**332.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: binary search, math

[Ergodic137's solution](#)

**333.**

453A

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

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: probabilities

[Ergodic137's solution](#)

**334.**

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[Ergodic137's solution](#)

**335.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Ergodic137's solution](#)

**336.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Ergodic137's solution](#)

**337.**

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-25 · PyPy 3-64 (first AC) · Tags: math, number theory

[Ergodic137's solution](#)

**338.**

2125D

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

Quality: 9,277 global accepts · Rating: 1600 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities

[Ergodic137's solution](#)

**339.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2025-07-16 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, math

[Ergodic137's solution](#)

**340.**

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Ergodic137's solution](#)

**341.**

2065E

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

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[Ergodic137's solution](#)

**342.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Ergodic137's solution](#)

**343.**

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: math, number theory

[Ergodic137's solution](#)

**344.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[Ergodic137's solution](#)

**345.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2025-07-10 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Ergodic137's solution](#)

**346.**

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[Ergodic137's solution](#)

**347.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Ergodic137's solution](#)

**348.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[Ergodic137's solution](#)

**349.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: greedy, math, strings

[Ergodic137's solution](#)

**350.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, math

[Ergodic137's solution](#)

**351.**

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[Ergodic137's solution](#)

**352.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2025-07-07 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory

[Ergodic137's solution](#)

**353.**

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Ergodic137's solution](#)

**354.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, number theory

[Ergodic137's solution](#)

**355.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, sortings

[Ergodic137's solution](#)

**356.**

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-06-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Ergodic137's solution](#)

**357.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Ergodic137's solution](#)

**358.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Ergodic137's solution](#)

**359.**

1956C

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

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Ergodic137's solution](#)

**360.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Ergodic137's solution](#)

**361.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Ergodic137's solution](#)

**362.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Ergodic137's solution](#)

**363.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Ergodic137's solution](#)

**364.**

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Ergodic137's solution](#)

**365.**

2037E

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

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-12-17 · PyPy 3-64 (first AC) · Tags: dp, greedy, interactive, two pointers

[Ergodic137's solution](#)

**366.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Ergodic137's solution](#)

**367.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · last AC: 2024-12-04 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ergodic137's solution](#)

**368.**

2047D

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

Rating: 1600 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings

[Ergodic137's solution](#)

**369.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-11-14 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[Ergodic137's solution](#)

**370.**

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: greedy, number theory

[Ergodic137's solution](#)

**371.**

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Ergodic137's solution](#)

**372.**

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Ergodic137's solution](#)

**373.**

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · Kotlin 1.9 (first AC) · Tags: binary search, dp, greedy, two pointers

[Ergodic137's solution](#)

**374.**

2036E

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

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · last AC: 2024-11-02 · Kotlin 1.9 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Ergodic137's solution](#)

**375.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2024-10-31 · PyPy 3-64 (first AC) · Tags: implementation, math

[Ergodic137's solution](#)

**376.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-10-29 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, implementation, math

[Ergodic137's solution](#)

**377.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Ergodic137's solution](#)

**378.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1700 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

[Ergodic137's solution](#)

**379.**

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures, dp

[Ergodic137's solution](#)

**380.**

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Ergodic137's solution](#)

**381.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ergodic137's solution](#)

**382.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2025-12-04 · PyPy 3-64 (first AC) · Tags: binary search, math

[Ergodic137's solution](#)

**383.**

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Ergodic137's solution](#)

**384.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Ergodic137's solution](#)

**385.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Ergodic137's solution](#)

**386.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: dp

[Ergodic137's solution](#)

**387.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,882 global accepts · Rating: 1700 · first AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: graphs, math, number theory, strings

[Ergodic137's solution](#)

**388.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math

[Ergodic137's solution](#)

**389.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2025-12-02 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Ergodic137's solution](#)

**390.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2025-12-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math

[Ergodic137's solution](#)

**391.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: greedy, strings

[Ergodic137's solution](#)

**392.**

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: games

[Ergodic137's solution](#)

**393.**

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: greedy, math

[Ergodic137's solution](#)

**394.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Ergodic137's solution](#)

**395.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Ergodic137's solution](#)

**396.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ergodic137's solution](#)

**397.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-11-22 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math

[Ergodic137's solution](#)

**398.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-11-22 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, strings

[Ergodic137's solution](#)

**399.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[Ergodic137's solution](#)

**400.**

2159A

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

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

[Ergodic137's solution](#)

**401.**

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games, greedy, math

[Ergodic137's solution](#)

**402.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, math

[Ergodic137's solution](#)

**403.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[Ergodic137's solution](#)

**404.**

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Ergodic137's solution](#)

**405.**

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[Ergodic137's solution](#)

**406.**

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory, probabilities

[Ergodic137's solution](#)

**407.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ergodic137's solution](#)

**408.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: brute force, math

[Ergodic137's solution](#)

**409.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2025-07-21 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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**410.**

2122C

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**411.**

2065G

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**412.**

2089A

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**413.**

1999G2

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**414.**

2124D

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**415.**

2123F

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Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

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**416.**

2090C

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Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, sortings

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**417.**

2112D

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Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

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**418.**

2113C

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Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

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**419.**

31C

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Quality: 2,031 global accepts · Rating: 1700 · first AC: 2025-06-16 · PyPy 3-64 (first AC) · Tags: implementation

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**420.**

2118D1

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Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

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**421.**

1835A

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Quality: 8,735 global accepts · Rating: 1700 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

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**422.**

2039D

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Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**423.**

2096C

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Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: dp, implementation

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**424.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

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**425.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, number theory

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**426.**

2053D

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Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

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**427.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

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**428.**

2050F

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

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-05 · Kotlin 1.9 (first AC) · Tags: data structures, divide and conquer, math, number theory

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**429.**

2045A

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Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy

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**430.**

2031D

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

Quality: 9,679 global accepts · Rating: 1700 · first AC: 2024-11-15 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Ergodic137's solution](#)

**431.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-11-14 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory, sortings

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**432.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

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**433.**

2030D

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Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings

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**434.**

1984C2

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Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[Ergodic137's solution](#)

**435.**

1660F1

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Quality: 7,958 global accepts · Rating: 1700 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, strings

[Ergodic137's solution](#)

**436.**

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: dp, implementation

[Ergodic137's solution](#)

**437.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1700 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy  
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**438.**

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2024-10-31 · PyPy 3-64 (first AC) · Tags: implementation  
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**439.**

1992E

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Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-10-31 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings  
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**440.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers  
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**441.**

2218G

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

Quality: 3,635 global accepts · Rating: 1800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: implementation, math  
[Ergodic137's solution](#)

**442.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1800 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
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**443.**

2204E

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Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math  
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**444.**

2196C1

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Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive  
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**445.**

2185G

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Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-02-09 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math  
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**446.**

2184E

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Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-02-06 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dsu, sortings  
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**447.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
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**448.**

2182E

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Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

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**449.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-11-22 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Ergodic137's solution](#)

**450.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings, two pointers

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**451.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,596 global accepts · Rating: 1800 · first AC: 2025-10-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

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**452.**

2155D

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Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Ergodic137's solution](#)

**453.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

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**454.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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**455.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2025-07-21 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, math, number theory

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**456.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-07-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp

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**457.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-06-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, implementation, math

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**458.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: combinatorics, math

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**459.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

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**460.**

1907F

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Quality: 5,996 global accepts · Rating: 1800 · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: greedy, sortings

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**461.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy

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**462.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-06-13 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math, probabilities

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**463.**

2101B

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Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

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**464.**

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[Ergodic137's solution](#)

**465.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

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**466.**

2043D

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**467.**

2014E

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**468.**

2042C

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**469.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2024-11-14 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math

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**470.**

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-11-14 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

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**471.**

1477A

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Quality: 6,526 global accepts · Rating: 1800 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

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**472.**

1974E

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Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: dp

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**473.**

2025D

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Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

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**474.**

2020D

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Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

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**475.**

1666C

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Quality: 3,701 global accepts · Rating: 1800 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry

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**476.**

1995C

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Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

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**477.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

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**478.**

2022C

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Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: dp, implementation

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**479.**

2032D

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Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

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**480.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities, trees

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**481.**

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

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**482.**

2033F

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Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Ergodic137's solution](#)

**483.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-10-13 · Python 3 (first AC) · Tags: dp, games

[Ergodic137's solution](#)

**484.**

2217D

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

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

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**485.**

2180D

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Quality: 4,256 global accepts · Rating: 1900 · first AC: 2026-02-05 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math

[Ergodic137's solution](#)

**486.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2026-02-05 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Ergodic137's solution](#)

**487.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Ergodic137's solution](#)

**488.**

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: dp, games, implementation, strings

[Ergodic137's solution](#)

**489.**

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: binary search, data structures

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**490.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: dp

[Ergodic137's solution](#)

**491.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

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**492.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

[Ergodic137's solution](#)

**493.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: dp, math, sortings

[Ergodic137's solution](#)

**494.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ergodic137's solution](#)

**495.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Ergodic137's solution](#)

**496.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Ergodic137's solution](#)

**497.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[Ergodic137's solution](#)

**498.**

1921F

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

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation, math

[Ergodic137's solution](#)

**499.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dsu, implementation, math

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**500.**

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: brute force, probabilities

[Ergodic137's solution](#)

**501.**

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: math, probabilities

[Ergodic137's solution](#)

**502.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: greedy, math

[Ergodic137's solution](#)

**503.**

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: data structures, sortings

[Ergodic137's solution](#)

**504.**

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2025-08-03 · PyPy 3-64 (first AC) · Tags: math

[Ergodic137's solution](#)

**505.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Ergodic137's solution](#)

**506.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Ergodic137's solution](#)

**507.**

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, math

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**508.**

1878F

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**509.**

1980F1

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2000F

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**511.**

2094H

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**512.**

2052E

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**513.**

2121G

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**514.**

1996F

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**515.**

2013D

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**516.**

2068F

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**517.**

2059D

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**518.**

2053E

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**519.**

2049D

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**520.**

2044G2

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**521.**

2044F

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number theory

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**522.**

2050G

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**523.**

2001D

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**524.**

1994D

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**525.**

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-11-14 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

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**526.**

1992F

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**527.**

1834D

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**528.**

1958E

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**529.**

2029D

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**530.**

1855C2

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**531.**

2021C2

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**532.**

2036F

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**533.**

3B

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**534.**

16D

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**535.**

2026D

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**536.**

2215B

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Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, math, number theory

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**537.**

2217E

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**538.**

2181D

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**539.**

2195F

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**540.**

2196C2

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**541.**

2194E

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**542.**

1622D

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**543.**

1619F

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**544.**

2154C2

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**545.**

2178E

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**546.**

2171G

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**547.**

2171E

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**548.**

2172I

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**549.**

2158D

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**550.**

2165C

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**551.**

2146D2

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2140D

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2135C

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2131G

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1009E

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**557.**

1978E

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**558.**

1764D

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**559.**

893E

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**560.**

216E

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**561.**

1359E

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**562.**

615D

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**563.**

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**567.**

1830B

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1872G

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2048E

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**570.**

1696E

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**571.**

2103D

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2085D

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2055D

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**575.**

2068J

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**576.**

2096D

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**577.**

2114F

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**578.**

2063D

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**579.**

2051F

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Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, implementation, math  
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**580.**

2037G

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**581.**

2045B

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Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: math, number theory  
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**582.**

2028D

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1931G

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**584.**

1992G

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**585.**

1893C

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**586.**

2207E1

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Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
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**587.**

2192E

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**588.**

2135D1

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**589.**

632D

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**590.**

2183E

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Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: dp, math, number theory  
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**591.**

2170E

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**592.**

2172K

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**593.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy  
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**594.**

2162F

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**595.**

2152E

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**596.**

2150C

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Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · Kotlin 2.2 (first AC) · Tags: data structures, dp  
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**597.**

1538G

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Quality: 5,214 global accepts · Rating: 2100 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, ternary search  
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**598.**

1884D

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Quality: 4,059 global accepts · Rating: 2100 · first AC: 2025-08-02 · PyPy 3-64 (first AC) · Tags: dp, math, number theory  
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**599.**

1614D1

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**600.**

1734E

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**601.**

799D

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**602.**

919E

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**603.**

2123G

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**604.**

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Ergodic137's solution](#)

## 605.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ergodic137's solution](#)

## 606.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[Ergodic137's solution](#)

## 607.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: brute force, games, math, number theory

[Ergodic137's solution](#)

## 608.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, math

[Ergodic137's solution](#)

## 609.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Ergodic137's solution](#)

## 610.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Ergodic137's solution](#)

## 611.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Ergodic137's solution](#)

## 612.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-06-26 · PyPy 3-64 (first AC) · Tags: data structures

[Ergodic137's solution](#)

## 613.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Ergodic137's solution](#)

## 614.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Ergodic137's solution](#)

**615.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[Ergodic137's solution](#)

**616.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Ergodic137's solution](#)

**617.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Ergodic137's solution](#)

**618.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-05-31 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Ergodic137's solution](#)

**619.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Ergodic137's solution](#)

**620.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Ergodic137's solution](#)

**621.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, strings

[Ergodic137's solution](#)

**622.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: combinatorics

[Ergodic137's solution](#)

**623.**

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2024-10-31 · PyPy 3-64 (first AC) · Tags: geometry, math

[Ergodic137's solution](#)

**624.**

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[Ergodic137's solution](#)

**625.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2026-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Ergodic137's solution](#)

**626.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2026-02-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings, two pointers

[Ergodic137's solution](#)

**627.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2026-01-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Ergodic137's solution](#)

**628.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2026-01-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Ergodic137's solution](#)

**629.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Ergodic137's solution](#)

**630.**

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2026-01-22 · PyPy 3-64 (first AC) · Tags: games, math

[Ergodic137's solution](#)

**631.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Ergodic137's solution](#)

**632.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[Ergodic137's solution](#)

**633.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-11-27 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, number theory

[Ergodic137's solution](#)

**634.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-11-22 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Ergodic137's solution](#)

**635.**

2156F1

[Strange Operation \(Easy Version\) · Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Ergodic137's solution](#)

**636.**

2155E

[Mimo & Yuyu · Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: games, greedy, math

[Ergodic137's solution](#)

**637.**

2144E1

[Looking at Towers \(easy version\) · Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · Python 3 (first AC) · Tags: combinatorics, dp

[Ergodic137's solution](#)

**638.**

2126G1

[Big Wins! \(easy version\) · Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Ergodic137's solution](#)

**639.**

2140E1

[Prime Gaming \(Easy Version\) · Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp

[Ergodic137's solution](#)

**640.**

2070E

[Game with Binary String · Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-08-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Ergodic137's solution](#)

**641.**

1841E

[Fill the Matrix · Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[Ergodic137's solution](#)

**642.**

150C

[Smart Cheater · Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: data structures, math, probabilities

[Ergodic137's solution](#)

**643.**

366E

[Dima and Magic Guitar · Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[Ergodic137's solution](#)

**644.**

1117E

[Decypher the String · Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Ergodic137's solution](#)

**645.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math, number theory

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**646.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: math, number theory

[Ergodic137's solution](#)

**647.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[Ergodic137's solution](#)

**648.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: math, number theory

[Ergodic137's solution](#)

**649.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2025-07-21 · PyPy 3-64 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Ergodic137's solution](#)

**650.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Ergodic137's solution](#)

**651.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Ergodic137's solution](#)

**652.**

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, interactive

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**653.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-06-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Ergodic137's solution](#)

**654.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Ergodic137's solution](#)

**655.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-06-22 · PyPy 3-64 (first AC) · Tags: math, number theory

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**656.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

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**657.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math

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**658.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: dp, games, math, probabilities

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**659.**

2045G

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Quality: 935 global accepts · Rating: 2200 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: graphs, math, shortest paths

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**660.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

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**661.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-06-04 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

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**662.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math, sortings

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**663.**

2114G

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Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

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**664.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Ergodic137's solution](#)

**665.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[Ergodic137's solution](#)

**666.**

1972D2

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

Rating: 2200 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Ergodic137's solution](#)

**667.**

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Ergodic137's solution](#)

**668.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation

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**669.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

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**670.**

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-02-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Ergodic137's solution](#)

**671.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Ergodic137's solution](#)

**672.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, probabilities

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**673.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Ergodic137's solution](#)

**674.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-12-04 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Ergodic137's solution](#)

**675.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-12-01 · PyPy 3-64 (first AC) · Tags: dp, implementation

[Ergodic137's solution](#)

**676.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-10-23 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Ergodic137's solution](#)

**677.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: combinatorics, graph matchings, math

[Ergodic137's solution](#)

**678.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · Kotlin 2.2 (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Ergodic137's solution](#)

**679.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Ergodic137's solution](#)

**680.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2025-08-02 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math

[Ergodic137's solution](#)

**681.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, number theory

[Ergodic137's solution](#)

**682.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: dp, number theory

[Ergodic137's solution](#)

**683.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-07-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, greedy

[Ergodic137's solution](#)

**684.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2025-07-21 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, fft, math

[Ergodic137's solution](#)

**685.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, strings

[Ergodic137's solution](#)

**686.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-07-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[Ergodic137's solution](#)

**687.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: implementation, math, probabilities

[Ergodic137's solution](#)

**688.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Ergodic137's solution](#)

**689.**

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: implementation

[Ergodic137's solution](#)

**690.**

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: implementation

[Ergodic137's solution](#)

**691.**

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: implementation

[Ergodic137's solution](#)

**692.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Ergodic137's solution](#)

**693.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[Ergodic137's solution](#)

**694.**

2124F1

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

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[Ergodic137's solution](#)

**695.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Ergodic137's solution](#)

**696.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: binary search, dp, ternary search  
[Ergodic137's solution](#)

**697.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings  
[Ergodic137's solution](#)

**698.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[Ergodic137's solution](#)

**699.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices  
[Ergodic137's solution](#)

**700.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math  
[Ergodic137's solution](#)

**701.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, implementation  
[Ergodic137's solution](#)

**702.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-05 · last AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math  
[Ergodic137's solution](#)

**703.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math  
[Ergodic137's solution](#)

**704.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, graphs  
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**705.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, implementation  
[Ergodic137's solution](#)

**706.**

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2026-01-28 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math  
[Ergodic137's solution](#)

**707.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[Ergodic137's solution](#)

**708.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities  
[Ergodic137's solution](#)

**709.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search  
[Ergodic137's solution](#)

**710.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory  
[Ergodic137's solution](#)

**711.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-10-26 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers  
[Ergodic137's solution](#)

**712.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings  
[Ergodic137's solution](#)

**713.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: math, matrices, number theory  
[Ergodic137's solution](#)

**714.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, number theory  
[Ergodic137's solution](#)

**715.**

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: brute force, data structures, number theory  
[Ergodic137's solution](#)

**716.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Ergodic137's solution](#)

**717.**

1930E

[2..3..4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Ergodic137's solution](#)

**718.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Ergodic137's solution](#)

**719.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math

[Ergodic137's solution](#)

**720.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-07-16 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Ergodic137's solution](#)

**721.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-06-26 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Ergodic137's solution](#)

**722.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Ergodic137's solution](#)

**723.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[Ergodic137's solution](#)

**724.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings

[Ergodic137's solution](#)

**725.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, strings

[Ergodic137's solution](#)

**726.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ergodic137's solution](#)

**727.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: geometry, math, matrices

[Ergodic137's solution](#)

**728.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[Ergodic137's solution](#)

**729.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Ergodic137's solution](#)

**730.**

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: math, sortings

[Ergodic137's solution](#)

**731.**

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Ergodic137's solution](#)

**732.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2026-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Ergodic137's solution](#)

**733.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2026-02-06 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[Ergodic137's solution](#)

**734.**

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2026-01-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Ergodic137's solution](#)

**735.**

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2026-01-27 · PyPy 3-64 (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Ergodic137's solution](#)

**736.**

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Ergodic137's solution](#)

**737.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Ergodic137's solution](#)

**738.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[Ergodic137's solution](#)

**739.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-12-02 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[Ergodic137's solution](#)

**740.**

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2025-12-01 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, math

[Ergodic137's solution](#)

**741.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Ergodic137's solution](#)

**742.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-23 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[Ergodic137's solution](#)

**743.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Ergodic137's solution](#)

**744.**

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: divide and conquer, math

[Ergodic137's solution](#)

**745.**

2101D

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings, two pointers

[Ergodic137's solution](#)

**746.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[Ergodic137's solution](#)

**747.**

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2025-07-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[Ergodic137's solution](#)

**748.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: math, number theory, probabilities

[Ergodic137's solution](#)

**749.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: brute force, math

[Ergodic137's solution](#)

**750.**

1891E

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

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Ergodic137's solution](#)

**751.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2025-07-12 · last AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Ergodic137's solution](#)

**752.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: games, greedy, interactive, sortings

[Ergodic137's solution](#)

**753.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[Ergodic137's solution](#)

**754.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-07-10 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[Ergodic137's solution](#)

**755.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Ergodic137's solution](#)

**756.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Ergodic137's solution](#)

**757.**

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2500 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: divide and conquer, implementation, math

[Ergodic137's solution](#)

**758.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: math

[Ergodic137's solution](#)

**759.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: geometry, implementation, math

[Ergodic137's solution](#)

**760.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-07-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, sortings

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**761.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

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**762.**

1906L

[Palindromic Parentheses](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Ergodic137's solution](#)

**763.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2025-06-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Ergodic137's solution](#)

**764.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-06-13 · PyPy 3-64 (first AC) · Tags: greedy

[Ergodic137's solution](#)

**765.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[Ergodic137's solution](#)

**766.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Ergodic137's solution](#)

**767.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[Ergodic137's solution](#)

**768.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-30 · Python 3 (first AC) · Tags: bitmasks, dp, math

[Ergodic137's solution](#)

**769.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings  
[Ergodic137's solution](#)

**770.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2600 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math  
[Ergodic137's solution](#)

**771.**

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-22 · PyPy 3-64 (first AC) · Tags: 2-sat, graphs  
[Ergodic137's solution](#)

**772.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-06-13 · last AC: 2025-06-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math  
[Ergodic137's solution](#)

**773.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...  
[Ergodic137's solution](#)

**774.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[Ergodic137's solution](#)

**775.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: dp, math  
[Ergodic137's solution](#)

**776.**

2222D

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

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, sortings  
[Ergodic137's solution](#)

**777.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[Ergodic137's solution](#)

**778.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, math  
[Ergodic137's solution](#)

**779.**

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math  
[Ergodic137's solution](#)

**780.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Ergodic137's solution](#)

**781.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ergodic137's solution](#)

**782.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Ergodic137's solution](#)

**783.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ergodic137's solution](#)

**784.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, brute force, games, interactive

[Ergodic137's solution](#)

**785.**

2214F

[Numbers](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special

[Ergodic137's solution](#)

**786.**

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, bitmasks

[Ergodic137's solution](#)

**787.**

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, communication

[Ergodic137's solution](#)

**788.**

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special

[Ergodic137's solution](#)

**789.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, shortest paths

[Ergodic137's solution](#)

**790.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special

[Ergodic137's solution](#)

**791.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

[Ergodic137's solution](#)

**792.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, graph matchings, implementation

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**793.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

[Ergodic137's solution](#)

**794.**

2198E

[Graph Composition](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · Kotlin 2.2 (first AC) · Tags: \*special, dfs and similar, graphs

[Ergodic137's solution](#)

**795.**

2198H

[Microcycle](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · Kotlin 2.2 (first AC) · Tags: \*special, dfs and similar, dsu, graphs

[Ergodic137's solution](#)

**796.**

2198F

[Best Price](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · Kotlin 2.2 (first AC) · Tags: \*special, greedy

[Ergodic137's solution](#)

**797.**

2198D

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

Rating: — · first AC: 2026-02-21 · Kotlin 2.2 (first AC) · Tags: \*special, math

[Ergodic137's solution](#)

**798.**

2198C

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

Rating: — · first AC: 2026-02-21 · Kotlin 2.2 (first AC) · Tags: \*special

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**799.**

2198G

[Yamakasi](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · Kotlin 2.2 (first AC) · Tags: \*special

[Ergodic137's solution](#)

**800.**

2198B

[Fibonacciess](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · Kotlin 2.2 (first AC) · Tags: \*special

[Ergodic137's solution](#)

**801.**

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[Ergodic137's solution](#)

**802.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, interactive

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**803.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, interactive, math

[Ergodic137's solution](#)

**804.**

2142H

[Desktop Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · Kotlin 2.2 (first AC) · Tags: \*special

[Ergodic137's solution](#)

**805.**

105920I

[Ciallo](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: —

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**806.**

106049D

[Explosive String](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · PyPy 3-64 (first AC) · Tags: —

[Ergodic137's solution](#)

**807.**

106049C

[Alyona Loves Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · PyPy 3-64 (first AC) · Tags: —

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**808.**

106049H

[Cool Operations](#) · [Tutorial](#)

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**809.**

106049B

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

Rating: — · first AC: 2025-08-22 · PyPy 3-64 (first AC) · Tags: —

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**810.**

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: —

[Ergodic137's solution](#)

**811.**

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: —

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**812.**

105809F

[Fast LLMs](#) · [Tutorial](#)

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[Ergodic137's solution](#)

**813.**

105809A

[A Factory Game](#) · [Tutorial](#)

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**814.**

105846E

[Sigma Sigma Pi](#) · [Tutorial](#)

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**815.**

105846D

[123 Matrix](#) · [Tutorial](#)

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[Ergodic137's solution](#)

**816.**

105846C

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**817.**

105846B

[Doors](#) · [Tutorial](#)

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**818.**

105846A

[Submission is All You Need II](#) · [Tutorial](#)

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[Ergodic137's solution](#)

**819.**

104336C

[Two players, two numbers](#) · [Tutorial](#)

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[Ergodic137's solution](#)

**820.**

104336B

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

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[Ergodic137's solution](#)

**821.**

104336A

[Number in the Triangle](#) · [Tutorial](#)

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[Ergodic137's solution](#)

**822.**

105461K

[Cheater Detector](#) · [Tutorial](#)

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[Ergodic137's solution](#)

**823.**

105767F

[Mega Polynomial](#) · [Tutorial](#)

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[Ergodic137's solution](#)

**824.**

105767E

[GCD and LCM in Perfect Sync](#) · [Tutorial](#)

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[Ergodic137's solution](#)

**825.**

105767D

[Array Forge](#) · [Tutorial](#)

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[Ergodic137's solution](#)

**826.**

105767C

[Kaosar loves Polynomials](#) · [Tutorial](#)

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**827.**

105767B

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**828.**

105767A

[Submission Bait II](#) · [Tutorial](#)

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[Ergodic137's solution](#)

**829.**

106014C1

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

Rating: — · first AC: 2025-07-25 · PyPy 3-64 (first AC) · Tags: —  
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**830.**

106014C2

[Colorful Subarrays \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · PyPy 3-64 (first AC) · Tags: —  
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**831.**

106014D

[Simplest Fractions](#) · [Tutorial](#)

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[Ergodic137's solution](#)

**832.**

106014B

[Permutation We Stand](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · PyPy 3-64 (first AC) · Tags: —  
[Ergodic137's solution](#)

**833.**

106014A

[Mystic Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · PyPy 3-64 (first AC) · Tags: —  
[Ergodic137's solution](#)

**834.**

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special

[Ergodic137's solution](#)