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Unique solved — Fatta

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

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1.

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2.

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3.

2166A

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4.

2163A

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5.

2147A

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6.

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7.

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8.

2133A

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9.

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10.

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11.

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12.

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1713A

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15.

236A

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17.

2126A

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18.

2124A

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19.

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20.

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21.

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22.

2117B

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23.

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25.

2098A

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26.

2084A

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28.

2071A

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29.

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31.

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math

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32.

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33.

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2053A

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2049A
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2048A
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1891A
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2036A

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58.

2033A

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61.

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66.

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67.

2009A

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68.

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69.

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70.

2008A

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71.

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72.

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74.

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75.

2001A

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1047B

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79.

2166B

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2132B

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83.

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84.

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85.

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86.

2060C

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87.

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88.

2031B

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89.

2026A

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90.

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92.

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93.

2005A

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94.

26A

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95.

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97.

2147B

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98.

1243B1

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99.

2132C1

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100.

2124B

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101.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Fatta's solution](#)

102.

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fatta's solution](#)

103.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Fatta's solution](#)

104.

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fatta's solution](#)

105.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fatta's solution](#)

106.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fatta's solution](#)

107.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Fatta's solution](#)

108.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Fatta's solution](#)

109.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fatta's solution](#)

110.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Fatta's solution](#)

111.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fatta's solution](#)

112.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[Fatta's solution](#)

113.

1784A

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

Quality: 17,138 global accepts · Rating: 1000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Fatta's solution](#)

114.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Fatta's solution](#)

115.

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Fatta's solution](#)

116.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Fatta's solution](#)

117.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Fatta's solution](#)

118.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Fatta's solution](#)

119.

2197B

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

Quality: 15,905 global accepts · Rating: 1100 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, schedules, sortings, two pointers

[Fatta's solution](#)

120.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Fatta's solution](#)

121.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Fatta's solution](#)

122.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,882 global accepts · Rating: 1100 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Fatta's solution](#)

123.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Fatta's solution](#)

124.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Fatta's solution](#)

125.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fatta's solution](#)

126.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Fatta's solution](#)

127.

2126C

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

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fatta's solution](#)

128.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[Fatta's solution](#)

129.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[Fatta's solution](#)

130.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Fatta's solution](#)

131.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Fatta's solution](#)

132.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Fatta's solution](#)

133.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Fatta's solution](#)

134.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Fatta's solution](#)

135.

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fatta's solution](#)

136.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,296 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Fatta's solution](#)

137.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fatta's solution](#)

138.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Fatta's solution](#)

139.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Fatta's solution](#)

140.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Fatta's solution](#)

141.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[Fatta's solution](#)

142.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fatta's solution](#)

143.

2014C

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

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Fatta's solution](#)

144.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Fatta's solution](#)

145.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[Fatta's solution](#)

146.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Fatta's solution](#)

147.

2197C

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

Rating: 1200 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Fatta's solution](#)

148.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Fatta's solution](#)

149.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Fatta's solution](#)

150.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Fatta's solution](#)

151.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Fatta's solution](#)

152.

2136C

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

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

[Fatta's solution](#)

153.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy

[Fatta's solution](#)

154.

2126D

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

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Fatta's solution](#)

155.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Fatta's solution](#)

156.

2121C

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

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Fatta's solution](#)

157.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Fatta's solution](#)

158.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[Fatta's solution](#)

159.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-25 · last AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Fatta's solution](#)

160.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fatta's solution](#)

161.

2072C

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

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Fatta's solution](#)

162.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[Fatta's solution](#)

163.

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fatta's solution](#)

164.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[Fatta's solution](#)

165.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Fatta's solution](#)

166.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Fatta's solution](#)

167.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[Fatta's solution](#)

168.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Fatta's solution](#)

169.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Fatta's solution](#)

170.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Fatta's solution](#)

171.

1945C

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

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Fatta's solution](#)

172.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Fatta's solution](#)

173.

1907C

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

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Fatta's solution](#)

174.

1846C

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

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Fatta's solution](#)

175.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · last AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Fatta's solution](#)

176.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Fatta's solution](#)

177.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Fatta's solution](#)

178.

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Fatta's solution](#)

179.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Fatta's solution](#)

180.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Fatta's solution](#)

181.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Fatta's solution](#)

182.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Fatta's solution](#)

183.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths

[Fatta's solution](#)

184.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Fatta's solution](#)

185.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Fatta's solution](#)

186.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Fatta's solution](#)

187.

124C

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

Rating: 1300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, number theory, sortings, strings

[Fatta's solution](#)

188.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Fatta's solution](#)

189.

426B

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

Quality: 3,961 global accepts · Rating: 1300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Fatta's solution](#)

190.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Fatta's solution](#)

191.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Fatta's solution](#)

192.

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation

[Fatta's solution](#)

193.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, strings

[Fatta's solution](#)

194.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Fatta's solution](#)

195.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Fatta's solution](#)

196.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Fatta's solution](#)

197.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Fatta's solution](#)

198.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Fatta's solution](#)

199.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Fatta's solution](#)

200.

2130C

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

Rating: 1300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[Fatta's solution](#)

201.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Fatta's solution](#)

202.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2024-09-01 · last AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[Fatta's solution](#)

203.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[Fatta's solution](#)

204.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,213 global accepts · Rating: 1300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Fatta's solution](#)

205.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Fatta's solution](#)

206.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Fatta's solution](#)

207.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Fatta's solution](#)

208.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Fatta's solution](#)

209.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Fatta's solution](#)

210.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1300 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Fatta's solution](#)

211.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fatta's solution](#)

212.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fatta's solution](#)

213.

304C

[Lucky Permutation Triple](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fatta's solution](#)

214.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 1300 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Fatta's solution](#)

215.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Fatta's solution](#)

216.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fatta's solution](#)

217.

1846E1

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

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Fatta's solution](#)

218.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Fatta's solution](#)

219.

2050D

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

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[Fatta's solution](#)

220.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math,

number theory

[Fatta's solution](#)

221.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[Fatta's solution](#)

222.

2033D

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

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Fatta's solution](#)

223.

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fatta's solution](#)

224.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Fatta's solution](#)

225.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Fatta's solution](#)

226.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Fatta's solution](#)

227.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory

[Fatta's solution](#)

228.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fatta's solution](#)

229.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fatta's solution](#)

230.

1855C1

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

Rating: 1400 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fatta's solution](#)

231.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Fatta's solution](#)

232.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fatta's solution](#)

233.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[Fatta's solution](#)

234.

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Fatta's solution](#)

235.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,401 global accepts · Rating: 1400 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[Fatta's solution](#)

236.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,943 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Fatta's solution](#)

237.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[Fatta's solution](#)

238.

151C

[Win or Freeze](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory

[Fatta's solution](#)

239.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Fatta's solution](#)

240.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · last AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Fatta's solution](#)

241.

2132C2

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

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Fatta's solution](#)

242.

2126E

[G-C-D, Unlucky! · Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fatta's solution](#)

243.

2123E

[MEX Count · Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Fatta's solution](#)

244.

2111D

[Creating a Schedule · Tutorial](#)

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Fatta's solution](#)

245.

2114D

[Come a Little Closer · Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Fatta's solution](#)

246.

2114E

[Kirei Attacks the Estate · Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Fatta's solution](#)

247.

1195C

[Basketball Exercise · Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Fatta's solution](#)

248.

2098C

[Sports Betting · Tutorial](#)

Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Fatta's solution](#)

249.

2098B

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

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Fatta's solution](#)

250.

520B

[Two Buttons · Tutorial](#)

Quality: 62,200 global accepts · Rating: 1400 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Fatta's solution](#)

251.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Fatta's solution](#)

252.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Fatta's solution](#)

253.

2067D

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

Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Fatta's solution](#)

254.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Fatta's solution](#)

255.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Fatta's solution](#)

256.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Fatta's solution](#)

257.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[Fatta's solution](#)

258.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Fatta's solution](#)

259.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Fatta's solution](#)

260.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games

[Fatta's solution](#)

261.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Fatta's solution](#)

262.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Fatta's solution](#)

263.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[Fatta's solution](#)

264.

1931E

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

Quality: 25,742 global accepts · Rating: 1400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Fatta's solution](#)

265.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Fatta's solution](#)

266.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Fatta's solution](#)

267.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Fatta's solution](#)

268.

2033E

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

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Fatta's solution](#)

269.

2033C

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

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Fatta's solution](#)

270.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Fatta's solution](#)

271.

2014D

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

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Fatta's solution](#)

272.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Fatta's solution](#)

273.

2009D

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

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Fatta's solution](#)

274.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Fatta's solution](#)

275.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Fatta's solution](#)

276.

908C

[New Year and Curling](#) · [Tutorial](#)

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, implementation, math

[Fatta's solution](#)

277.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[Fatta's solution](#)

278.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Fatta's solution](#)

279.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Fatta's solution](#)

280.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Fatta's solution](#)

281.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[Fatta's solution](#)

282.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,804 global accepts · Rating: 1500 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Fatta's solution](#)

283.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[Fatta's solution](#)

284.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Fatta's solution](#)

285.

2146D1

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

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Fatta's solution](#)

286.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[Fatta's solution](#)

287.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Fatta's solution](#)

288.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Fatta's solution](#)

289.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, implementation, strings

[Fatta's solution](#)

290.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dsu, implementation

[Fatta's solution](#)

291.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Fatta's solution](#)

292.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, math

[Fatta's solution](#)

293.

1418C

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

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2025-04-27 · last AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Fatta's solution](#)

294.

2121E

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

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Fatta's solution](#)

295.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-28 · last AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Fatta's solution](#)

296.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Fatta's solution](#)

297.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Fatta's solution](#)

298.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[Fatta's solution](#)

299.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Fatta's solution](#)

300.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Fatta's solution](#)

301.

2069C

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

Quality: 14,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Fatta's solution](#)

302.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Fatta's solution](#)

303.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Fatta's solution](#)

304.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Fatta's solution](#)

305.

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Fatta's solution](#)

306.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[Fatta's solution](#)

307.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Fatta's solution](#)

308.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Fatta's solution](#)

309.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, sortings

[Fatta's solution](#)

310.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Fatta's solution](#)

311.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Fatta's solution](#)

312.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,508 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Fatta's solution](#)

313.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fatta's solution](#)

314.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Fatta's solution](#)

315.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Fatta's solution](#)

316.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fatta's solution](#)

317.

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[Fatta's solution](#)

318.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,174 global accepts · Rating: 1600 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, implementation, math

[Fatta's solution](#)

319.

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Fatta's solution](#)

320.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[Fatta's solution](#)

321.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, sortings

[Fatta's solution](#)

322.

1748C

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

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Fatta's solution](#)

323.

2197D

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

Rating: 1600 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[Fatta's solution](#)

324.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Fatta's solution](#)

325.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Fatta's solution](#)

326.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2024-12-29 · last AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force

[Fatta's solution](#)

327.

454C

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

Rating: 1600 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Fatta's solution](#)

328.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Fatta's solution](#)

329.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Fatta's solution](#)

330.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[Fatta's solution](#)

331.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Fatta's solution](#)

332.

381C

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

Rating: 1600 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[Fatta's solution](#)

333.

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Fatta's solution](#)

334.

270C

[Magical Boxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Fatta's solution](#)

335.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[Fatta's solution](#)

336.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[Fatta's solution](#)

337.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, trees

[Fatta's solution](#)

338.

569C

[Primes or Palindromes?](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[Fatta's solution](#)

339.

476C

[Dreamoon and Sums](#) · [Tutorial](#)

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Fatta's solution](#)

340.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Fatta's solution](#)

341.

155C

[Hometask](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Fatta's solution](#)

342.

2167G

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

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Fatta's solution](#)

343.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Fatta's solution](#)

344.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fatta's solution](#)

345.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[Fatta's solution](#)

346.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2024-09-05 · last AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[Fatta's solution](#)

347.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Fatta's solution](#)

348.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Fatta's solution](#)

349.

445C

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

Rating: 1600 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Fatta's solution](#)

350.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2025-03-08 · last AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Fatta's solution](#)

351.

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Fatta's solution](#)

352.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Fatta's solution](#)

353.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1600 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Fatta's solution](#)

354.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Fatta's solution](#)

355.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Fatta's solution](#)

356.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Fatta's solution](#)

357.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Fatta's solution](#)

358.

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Fatta's solution](#)

359.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Fatta's solution](#)

360.

2094F

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

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fatta's solution](#)

361.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Fatta's solution](#)

362.

1956C

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

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math

[Fatta's solution](#)

363.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Fatta's solution](#)

364.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[Fatta's solution](#)

365.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fatta's solution](#)

366.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Fatta's solution](#)

367.

2065E

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

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

[Fatta's solution](#)

368.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Fatta's solution](#)

369.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Fatta's solution](#)

370.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Fatta's solution](#)

371.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation

[Fatta's solution](#)

372.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, strings

[Fatta's solution](#)

373.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Fatta's solution](#)

374.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fatta's solution](#)

375.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Fatta's solution](#)

376.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Fatta's solution](#)

377.

2037E

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

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[Fatta's solution](#)

378.

2036E

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

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Fatta's solution](#)

379.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[Fatta's solution](#)

380.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Fatta's solution](#)

381.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[Fatta's solution](#)

382.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Fatta's solution](#)

383.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Fatta's solution](#)

384.

199C

[About Bacteria](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fatta's solution](#)

385.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, sortings

[Fatta's solution](#)

386.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Fatta's solution](#)

387.

465C

[No to Palindromes!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Fatta's solution](#)

388.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Fatta's solution](#)

389.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, strings

[Fatta's solution](#)

390.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Fatta's solution](#)

391.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[Fatta's solution](#)

392.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Fatta's solution](#)

393.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers

[Fatta's solution](#)

394.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[Fatta's solution](#)

395.

202C

[Clear Symmetry](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Fatta's solution](#)

396.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fatta's solution](#)

397.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Fatta's solution](#)

398.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Fatta's solution](#)

399.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Fatta's solution](#)

400.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Fatta's solution](#)

401.

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Fatta's solution](#)

402.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fatta's solution](#)

403.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Fatta's solution](#)

404.

621C

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

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Fatta's solution](#)

405.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fatta's solution](#)

406.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Fatta's solution](#)

407.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fatta's solution](#)

408.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Fatta's solution](#)

409.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[Fatta's solution](#)

410.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, trees

[Fatta's solution](#)

411.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Fatta's solution](#)

412.

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Fatta's solution](#)

413.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Fatta's solution](#)

414.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2025-02-18 · last AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Fatta's solution](#)

415.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Fatta's solution](#)

416.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fatta's solution](#)

417.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Fatta's solution](#)

418.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Fatta's solution](#)

419.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · last AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Fatta's solution](#)

420.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Fatta's solution](#)

421.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, shortest paths

[Fatta's solution](#)

422.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Fatta's solution](#)

423.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Fatta's solution](#)

424.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Fatta's solution](#)

425.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Fatta's solution](#)

426.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Fatta's solution](#)

427.

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Fatta's solution](#)

428.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Fatta's solution](#)

429.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Fatta's solution](#)

430.

2044G1

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

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Fatta's solution](#)

431.

2050F

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

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Fatta's solution](#)

432.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Fatta's solution](#)

433.

2031D

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

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Fatta's solution](#)

434.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[Fatta's solution](#)

435.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[Fatta's solution](#)

436.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2026-03-20 · last AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[Fatta's solution](#)

437.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Fatta's solution](#)

438.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Fatta's solution](#)

439.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, two pointers

[Fatta's solution](#)

440.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fatta's solution](#)

441.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Fatta's solution](#)

442.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force

[Fatta's solution](#)

443.

2197E1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Fatta's solution](#)

444.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Fatta's solution](#)

445.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fatta's solution](#)

446.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Fatta's solution](#)

447.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fatta's solution](#)

448.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Fatta's solution](#)

449.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[Fatta's solution](#)

450.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-07-13 · last AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Fatta's solution](#)

451.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fatta's solution](#)

452.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Fatta's solution](#)

453.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math

[Fatta's solution](#)

454.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

trees

[Fatta's solution](#)

455.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Quality: 1800 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Fatta's solution](#)

456.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Fatta's solution](#)

457.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Fatta's solution](#)

458.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Fatta's solution](#)

459.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Fatta's solution](#)

460.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fatta's solution](#)

461.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Fatta's solution](#)

462.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Fatta's solution](#)

463.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Fatta's solution](#)

464.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-09 · last AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[Fatta's solution](#)

465.

2093F

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

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[Fatta's solution](#)

466.

483D

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

Rating: 1800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[Fatta's solution](#)

467.

964C

[Alternating Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory

[Fatta's solution](#)

468.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Fatta's solution](#)

469.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Fatta's solution](#)

470.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Fatta's solution](#)

471.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Fatta's solution](#)

472.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Fatta's solution](#)

473.

1846E2

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

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math

[Fatta's solution](#)

474.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Fatta's solution](#)

475.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Fatta's solution](#)

476.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Fatta's solution](#)

477.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Fatta's solution](#)

478.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Fatta's solution](#)

479.

2014E

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

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Fatta's solution](#)

480.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Fatta's solution](#)

481.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Fatta's solution](#)

482.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Fatta's solution](#)

483.

67D

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

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Fatta's solution](#)

484.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, two pointers

[Fatta's solution](#)

485.

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Fatta's solution](#)

486.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Fatta's solution](#)

487.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fatta's solution](#)

488.

1855C2

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

Rating: 1900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Fatta's solution](#)

489.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Fatta's solution](#)

490.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory

[Fatta's solution](#)

491.

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Fatta's solution](#)

492.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Fatta's solution](#)

493.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Fatta's solution](#)

494.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2025-07-17 · last AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Fatta's solution](#)

495.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Fatta's solution](#)

496.

1980F1

[Field Division \(easy version\) · Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, sortings

[Fatta's solution](#)

497.

2148G

[Farmer John's Last Wish · Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[Fatta's solution](#)

498.

1036C

[Classy Numbers · Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Fatta's solution](#)

499.

2149F

[Nezuko in the Clearing · Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[Fatta's solution](#)

500.

2133D

[Chicken Jockey · Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Fatta's solution](#)

501.

687C

[The Values You Can Make · Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Fatta's solution](#)

502.

2117G

[Omg Graph · Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Fatta's solution](#)

503.

2111E

[Changing the String · Tutorial](#)

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Fatta's solution](#)

504.

148E

[Porcelain · Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Fatta's solution](#)

505.

404D

[Minesweeper 1D · Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2024-12-10 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Fatta's solution](#)

506.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Fatta's solution](#)

507.

2044G2

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

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-16 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Fatta's solution](#)

508.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Fatta's solution](#)

509.

2044F

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Fatta's solution](#)

510.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Fatta's solution](#)

511.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Fatta's solution](#)

512.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Fatta's solution](#)

513.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: ternary search

[Fatta's solution](#)

514.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Fatta's solution](#)

515.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Fatta's solution](#)

516.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Fatta's solution](#)

517.

2197E2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Fatta's solution](#)

518.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2025-07-23 · last AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Fatta's solution](#)

519.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Fatta's solution](#)

520.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Fatta's solution](#)

521.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[Fatta's solution](#)

522.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[Fatta's solution](#)

523.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math

[Fatta's solution](#)

524.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[Fatta's solution](#)

525.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Fatta's solution](#)

526.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Fatta's solution](#)

527.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[Fatta's solution](#)

528.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[Fatta's solution](#)

529.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Fatta's solution](#)

530.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Fatta's solution](#)

531.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Fatta's solution](#)

532.

381E

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

Rating: 2000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Fatta's solution](#)

533.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math

[Fatta's solution](#)

534.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Fatta's solution](#)

535.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Fatta's solution](#)

536.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Fatta's solution](#)

537.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Fatta's solution](#)

538.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Fatta's solution](#)

539.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Fatta's solution](#)

540.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Fatta's solution](#)

541.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[Fatta's solution](#)

542.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[Fatta's solution](#)

543.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Fatta's solution](#)

544.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Fatta's solution](#)

545.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Fatta's solution](#)

546.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[Fatta's solution](#)

547.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Fatta's solution](#)

548.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Fatta's solution](#)

549.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Fatta's solution](#)

550.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Fatta's solution](#)

551.

2136F1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[Fatta's solution](#)

552.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fatta's solution](#)

553.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Fatta's solution](#)

554.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Fatta's solution](#)

555.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Fatta's solution](#)

556.

2004E

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

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number

theory

[Fatta's solution](#)

557.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Fatta's solution](#)

558.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fatta's solution](#)

559.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Fatta's solution](#)

560.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Fatta's solution](#)

561.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Fatta's solution](#)

562.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Fatta's solution](#)

563.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2025-07-15 · last AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Fatta's solution](#)

564.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2025-11-20 · last AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Fatta's solution](#)

565.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Fatta's solution](#)

566.

2140E1

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

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Fatta's solution](#)

567.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Fatta's solution](#)

568.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Fatta's solution](#)

569.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Fatta's solution](#)

570.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Fatta's solution](#)

571.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[Fatta's solution](#)

572.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Fatta's solution](#)

573.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Fatta's solution](#)

574.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Fatta's solution](#)

575.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Fatta's solution](#)

576.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Fatta's solution](#)

577.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Fatta's solution](#)

578.

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Fatta's solution](#)

579.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Fatta's solution](#)

580.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: fft, geometry, number theory

[Fatta's solution](#)

581.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Fatta's solution](#)

582.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Fatta's solution](#)

583.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Fatta's solution](#)

584.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Fatta's solution](#)

585.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Fatta's solution](#)

586.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy, math

[Fatta's solution](#)

587.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2025-03-18 · last AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Fatta's solution](#)

588.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Fatta's solution](#)

589.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Fatta's solution](#)

590.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Fatta's solution](#)

591.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[Fatta's solution](#)

592.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Fatta's solution](#)

593.

1956E1

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

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Fatta's solution](#)

594.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Fatta's solution](#)

595.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Fatta's solution](#)

596.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Fatta's solution](#)

597.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Fatta's solution](#)

598.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Fatta's solution](#)

599.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Fatta's solution](#)

600.

1956E2

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

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Fatta's solution](#)

601.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2900 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[Fatta's solution](#)

602.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Fatta's solution](#)

603.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Fatta's solution](#)

604.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[Fatta's solution](#)

605.

100168K

[Aô5Dô5D 5Dt5CÔ8CR 4C\\$CDR ?D OCÄKP](#)

Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

606.

100168J

[B.ODAD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7Cα0CÄ8](#)

Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

607.

100168I

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

608.

100168G

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

609.

100168F

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

610.

100168B

[B43Cä;CÄ5Cd4D2 2CT:D\\$>D OCÄ8](#)

Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

611.

100168A

[AöTóOD =D'9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

612.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[Fatta's solution](#)

613.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Fatta's solution](#)

614.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation

[Fatta's solution](#)

615.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

616.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

617.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

618.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

619.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

620.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

621.

100240I

[MoogLe](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

622.

100240F

[Full Tank?](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

623.

100240B

[Cuckoo Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

624.

100240G

[Nested Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

625.

100240L

[Election](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

626.

100240H

[Shopaholic](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

627.

100240C

[Optimal Parking](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

628.

100240A

[Phone List](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

629.

106353G

[Group Photo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

630.

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

631.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

632.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

633.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

634.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

635.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

636.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

637.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

638.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

639.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

640.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

641.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

642.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Python 3 (first AC) · Tags: —

[Fatta's solution](#)

643.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

644.

106189E

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

Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

645.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

646.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

647.

106189L

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

Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

648.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

649.

101550K

[Keeping the Dogs Apart](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

650.

106262F

[Map and Fold](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

651.

106262B

[DJ Nicholas](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

652.

106262I

[Stone Steps](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

653.

106262M

[Web Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

654.

106262H

[Prime Topology](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

655.

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

656.

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

657.

106262J

[Tic-Tac-Toe on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

658.

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

659.

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

660.

100482B

[Farmer](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

661.

100482A

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

662.

100923E

[Por Costel and the Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

663.

100923I

[Por Costel and the Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

664.

100923L

[Por Costel and the Semipalindromes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

665.

100923H

[Por Costel and the Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

666.

100923B

[Por Costel and the Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

667.

100923A

[Por Costel and Azerah](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

668.

106068H

[Wanna win? Solve](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

669.

106068G

[Fire Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

670.

106068J

[Washing Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

671.

106068C

[Stones Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

672.

106068I

[The judges problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

673.

106068A

[Correct Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

674.

106068K

[Hassan VS Naya](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

675.

106068B

[SCPC is Typing...](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

676.

106068F

[Good Luck Syria](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

677.

106068L

[Triangle hole](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

678.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

679.

105262D

[The FFT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

680.

105262C

[The Rectangular City](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

681.

105262F

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

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

682.

105262H

[Hot Cappuccino](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

683.

105262E

[Tim Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

684.

105262K

[The Red Tomato](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

685.

105262I

[The Vampire Partner](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

686.

105262M

[Maximum Subarray Alternating Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

687.

105262J

[Just One More Bro, I Swear](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

688.

105262B

[Re-Indexing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

689.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Fatta's solution](#)

690.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[Fatta's solution](#)

691.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[Fatta's solution](#)

692.

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · last AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

693.

102317H

[Count the Dividing Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

694.

102317E

[Loopy Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

695.

102317G

[Jedi and the Galactic Empire](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

696.

102317C

[Don't Break the Ice](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

697.

102317D

[Wildest Dreams](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

698.

102317B

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

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

699.

102317A

[Majestic 10](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fatta's solution](#)

700.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, binary search, brute force

[Fatta's solution](#)

701.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[Fatta's solution](#)

702.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[Fatta's solution](#)

703.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, string suffix structures

[Fatta's solution](#)

704.

105408I

[Impossible Octagon Filling](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fatta's solution](#)

705.

105408C

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