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# Unique solved — Fido Puppy

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

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Filters: none

Count: 2,011

- 1.**  
2207A  
[1-1](#) · [Tutorial](#)  
Quality: 13,683 global accepts · Rating: 800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[Fido\\_Puppy's solution](#)
- 2.**  
2178A  
[Yes or Yes](#) · [Tutorial](#)  
Quality: 25,732 global accepts · Rating: 800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
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- 3.**  
2183A  
[Binary Array Game](#) · [Tutorial](#)  
Quality: 23,669 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
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- 4.**  
2147A  
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- 5.**  
2140A  
[Shift Sort](#) · [Tutorial](#)  
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- 6.**  
2125A  
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- 7.**  
2119A  
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Quality: 27,202 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
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- 8.**  
2122A  
[Greedy Grid](#) · [Tutorial](#)  
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2053A  
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**10.**

2096A

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2048A

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**12.**

2034A

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**13.**

2039A

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**14.**

1994A

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**15.**

2038J

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**16.**

2038N

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**17.**

2029A

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**18.**

2035A

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**20.**

1220A

[Cards](#) · [Tutorial](#)

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**21.**

1930A

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**22.**

1919B

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**23.**

1919A

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**24.**

1704A

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**25.**

1916A

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**26.**

1909A

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**27.**

1863A

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**28.**

1845A

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**29.**

1814A

[Coins](#) · [Tutorial](#)

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**30.**

1842A

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**31.**

1834A

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**32.**

1740A

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**33.**

908A

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**34.**

1804A

[Lame King](#) · [Tutorial](#)

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**35.**

1780A

[Hayato and School](#) · [Tutorial](#)

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**36.**

1792A

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**37.**

1777A

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**38.**

1513A

[Array and Peaks](#) · [Tutorial](#)

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**39.**

1546A

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40.

1775A1

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Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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41.

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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42.

1774A

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Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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43.

1773F

[Football · Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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44.

1764A

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45.

1765B

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46.

1358A

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47.

1743B

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Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-19 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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48.

1669B

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49.

1669C

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**50.**

1669A

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**51.**

1676C

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**52.**

1676B

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**53.**

1676A

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**54.**

1743A

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**55.**

1735A

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**56.**

1738A

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**57.**

1728B

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**58.**

1728A

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**59.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

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**60.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry

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**61.**

1255A

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**62.**

1717A

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**63.**

946A

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**64.**

1729A

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**65.**

1721A

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Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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**66.**

1712B

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**67.**

1712A

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**68.**

1706A

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**69.**

1708A

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**70.**

1689A

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sortings, two pointers

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**71.**

1619B

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**72.**

1619A

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**73.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: math, number theory

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**74.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: greedy

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**75.**

2178B

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**76.**

2125B

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**77.**

2048B

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**78.**

913A

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Quality: 24,178 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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**79.**

2035B

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**80.**

1089L

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**81.**

1951A

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**82.**

1845B

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**83.**

1777B

[Emordnilap](#) · [Tutorial](#)

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**84.**

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

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**85.**

1166A

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**86.**

1758B

[XOR = Average](#) · [Tutorial](#)

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**87.**

1764B

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**88.**

1732B

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**89.**

1380A

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**90.**

1642B

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**91.**

1238A

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Quality: 28,060 global accepts · Rating: 900 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Fido\\_Puppy's solution](#)

**92.**

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Fido\\_Puppy's solution](#)

**93.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Fido\\_Puppy's solution](#)

**94.**

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Fido\\_Puppy's solution](#)

**95.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1000 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fido\\_Puppy's solution](#)

**96.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Fido\\_Puppy's solution](#)

**97.**

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Fido\\_Puppy's solution](#)

**98.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,219 global accepts · Rating: 1000 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Fido\\_Puppy's solution](#)

**99.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Fido\\_Puppy's solution](#)

**100.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,918 global accepts · Rating: 1000 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Fido\\_Puppy's solution](#)

**101.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fido\\_Puppy's solution](#)

**102.**

1876A

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

Quality: 34,919 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fido\\_Puppy's solution](#)

**103.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fido\\_Puppy's solution](#)

**104.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fido\\_Puppy's solution](#)

**105.**

1784A

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

Quality: 17,138 global accepts · Rating: 1000 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Fido\\_Puppy's solution](#)

**106.**

1786C

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

Rating: 1000 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fido\\_Puppy's solution](#)

**107.**

1781B

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

Quality: 14,758 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Fido\\_Puppy's solution](#)

**108.**

1782B

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

Rating: 1000 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Fido\\_Puppy's solution](#)

**109.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Fido\\_Puppy's solution](#)

**110.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Fido\\_Puppy's solution](#)

**111.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Fido\\_Puppy's solution](#)

## 112.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,887 global accepts · Rating: 1000 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Fido\\_Puppy's solution](#)

## 113.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Fido\\_Puppy's solution](#)

## 114.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fido\\_Puppy's solution](#)

## 115.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Fido\\_Puppy's solution](#)

## 116.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Fido\\_Puppy's solution](#)

## 117.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 1000 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fido\\_Puppy's solution](#)

## 118.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Fido\\_Puppy's solution](#)

## 119.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2022-09-01 · last AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings, two pointers

[Fido\\_Puppy's solution](#)

## 120.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,971 global accepts · Rating: 1000 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings

[Fido\\_Puppy's solution](#)

## 121.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[Fido\\_Puppy's solution](#)

**122.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,486 global accepts · Rating: 1000 · first AC: 2022-01-05 · last AC: 2022-01-06 · Java 11 (first AC) · Tags: greedy, sortings  
[Fido\\_Puppy's solution](#)

**123.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory  
[Fido\\_Puppy's solution](#)

**124.**

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory  
[Fido\\_Puppy's solution](#)

**125.**

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Fido\\_Puppy's solution](#)

**126.**

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Fido\\_Puppy's solution](#)

**127.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Fido\\_Puppy's solution](#)

**128.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[Fido\\_Puppy's solution](#)

**129.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Fido\\_Puppy's solution](#)

**130.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[Fido\\_Puppy's solution](#)

**131.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[Fido\\_Puppy's solution](#)

**132.**

690A1

[Collective Mindsets \(easy\) · Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**133.**

1863C

[MEX Repetition · Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fido\\_Puppy's solution](#)

**134.**

1863B

[Split Sort · Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Fido\\_Puppy's solution](#)

**135.**

1842B

[Tenzing and Books · Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Fido\\_Puppy's solution](#)

**136.**

1780B

[GCD Partition · Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Fido\\_Puppy's solution](#)

**137.**

1166B

[All the Vowels Please · Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fido\\_Puppy's solution](#)

**138.**

1742D

[Coprime · Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[Fido\\_Puppy's solution](#)

**139.**

1743C

[Save the Magazines · Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-19 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Fido\\_Puppy's solution](#)

**140.**

1669F

[Eating Candies · Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-10-27 · last AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Fido\\_Puppy's solution](#)

**141.**

1669D

[Colorful Stamp · Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-10-27 · last AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Fido\\_Puppy's solution](#)

**142.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Fido\\_Puppy's solution](#)

**143.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[Fido\\_Puppy's solution](#)

**144.**

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Fido\\_Puppy's solution](#)

**145.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Fido\\_Puppy's solution](#)

**146.**

1708B

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

Quality: 28,412 global accepts · Rating: 1100 · first AC: 2022-07-17 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Fido\\_Puppy's solution](#)

**147.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Fido\\_Puppy's solution](#)

**148.**

1511C

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

Quality: 32,810 global accepts · Rating: 1100 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Fido\\_Puppy's solution](#)

**149.**

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: greedy

[Fido\\_Puppy's solution](#)

**150.**

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Fido\\_Puppy's solution](#)

**151.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Fido\\_Puppy's solution](#)

**152.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Fido\\_Puppy's solution](#)

**153.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,307 global accepts · Rating: 1200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Fido\\_Puppy's solution](#)

**154.**

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Fido\\_Puppy's solution](#)

**155.**

2048C

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

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

[Fido\\_Puppy's solution](#)

**156.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Fido\\_Puppy's solution](#)

**157.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Fido\\_Puppy's solution](#)

**158.**

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Fido\\_Puppy's solution](#)

**159.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, trees

[Fido\\_Puppy's solution](#)

**160.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Fido\\_Puppy's solution](#)

**161.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Fido\\_Puppy's solution](#)

**162.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Fido\\_Puppy's solution](#)

**163.**

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Fido\\_Puppy's solution](#)

**164.**

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Fido\\_Puppy's solution](#)

**165.**

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Fido\\_Puppy's solution](#)

**166.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fido\\_Puppy's solution](#)

**167.**

1834C

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

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Fido\\_Puppy's solution](#)

**168.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Fido\\_Puppy's solution](#)

**169.**

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fido\\_Puppy's solution](#)

**170.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Fido\\_Puppy's solution](#)

**171.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,565 global accepts · Rating: 1200 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Fido\\_Puppy's solution](#)

**172.**

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[Fido\\_Puppy's solution](#)

**173.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math  
[Fido\\_Puppy's solution](#)

**174.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-10-27 · last AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings  
[Fido\\_Puppy's solution](#)

**175.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation  
[Fido\\_Puppy's solution](#)

**176.**

1738B

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

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2022-09-30 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[Fido\\_Puppy's solution](#)

**177.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,713 global accepts · Rating: 1200 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Fido\\_Puppy's solution](#)

**178.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[Fido\\_Puppy's solution](#)

**179.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[Fido\\_Puppy's solution](#)

**180.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[Fido\\_Puppy's solution](#)

**181.**

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation  
[Fido\\_Puppy's solution](#)

**182.**

2187A

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

Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Fido\\_Puppy's solution](#)

**183.**

2201A1

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

Quality: 11,055 global accepts · Rating: 1300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**184.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[Fido\\_Puppy's solution](#)

**185.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Fido\\_Puppy's solution](#)

**186.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Fido\\_Puppy's solution](#)

**187.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Fido\\_Puppy's solution](#)

**188.**

2041A

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

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Fido\\_Puppy's solution](#)

**189.**

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Fido\\_Puppy's solution](#)

**190.**

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Fido\\_Puppy's solution](#)

**191.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Fido\\_Puppy's solution](#)

**192.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fido\\_Puppy's solution](#)

**193.**

1943A

[MEX Game 1](#) · [Tutorial](#)

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

[Fido\\_Puppy's solution](#)

**194.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fido\\_Puppy's solution](#)

**195.**

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-28 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fido\\_Puppy's solution](#)

**196.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Fido\\_Puppy's solution](#)

**197.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Fido\\_Puppy's solution](#)

**198.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Fido\\_Puppy's solution](#)

**199.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fido\\_Puppy's solution](#)

**200.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,112 global accepts · Rating: 1300 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Fido\\_Puppy's solution](#)

**201.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Fido\\_Puppy's solution](#)

**202.**

1676G

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

Quality: 24,004 global accepts · Rating: 1300 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[Fido\\_Puppy's solution](#)

**203.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[Fido\\_Puppy's solution](#)

**204.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[Fido\\_Puppy's solution](#)

**205.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[Fido\\_Puppy's solution](#)

**206.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings  
[Fido\\_Puppy's solution](#)

**207.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[Fido\\_Puppy's solution](#)

**208.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[Fido\\_Puppy's solution](#)

**209.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[Fido\\_Puppy's solution](#)

**210.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[Fido\\_Puppy's solution](#)

**211.**

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy  
[Fido\\_Puppy's solution](#)

**212.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Fido\\_Puppy's solution](#)

**213.**

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Fido\\_Puppy's solution](#)

**214.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Fido\\_Puppy's solution](#)

**215.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[Fido\\_Puppy's solution](#)

**216.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Fido\\_Puppy's solution](#)

**217.**

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Fido\\_Puppy's solution](#)

**218.**

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Fido\\_Puppy's solution](#)

**219.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Fido\\_Puppy's solution](#)

**220.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Fido\\_Puppy's solution](#)

**221.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Fido\\_Puppy's solution](#)

**222.**

1919C

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

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Fido\\_Puppy's solution](#)

**223.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Fido\\_Puppy's solution](#)

**224.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Fido\\_Puppy's solution](#)

**225.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fido\\_Puppy's solution](#)

**226.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fido\\_Puppy's solution](#)

**227.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Fido\\_Puppy's solution](#)

**228.**

1830A

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

Quality: 20,320 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fido\\_Puppy's solution](#)

**229.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Fido\\_Puppy's solution](#)

**230.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Fido\\_Puppy's solution](#)

**231.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · last AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fido\\_Puppy's solution](#)

**232.**

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Fido\\_Puppy's solution](#)

**233.**

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Fido\\_Puppy's solution](#)

**234.**

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Fido\\_Puppy's solution](#)

**235.**

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Fido\\_Puppy's solution](#)

**236.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Fido\\_Puppy's solution](#)

**237.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Fido\\_Puppy's solution](#)

**238.**

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fido\\_Puppy's solution](#)

**239.**

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Fido\\_Puppy's solution](#)

**240.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Fido\\_Puppy's solution](#)

**241.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2022-09-01 · last AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Fido\\_Puppy's solution](#)

**242.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,350 global accepts · Rating: 1400 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[Fido\\_Puppy's solution](#)

**243.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Fido\\_Puppy's solution](#)

**244.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[Fido\\_Puppy's solution](#)

**245.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Fido\\_Puppy's solution](#)

**246.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[Fido\\_Puppy's solution](#)

**247.**

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Fido\\_Puppy's solution](#)

**248.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Fido\\_Puppy's solution](#)

**249.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Fido\\_Puppy's solution](#)

**250.**

2115A

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

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Fido\\_Puppy's solution](#)

**251.**

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Fido\\_Puppy's solution](#)

**252.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fido\\_Puppy's solution](#)

**253.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Fido\\_Puppy's solution](#)

**254.**

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Fido\\_Puppy's solution](#)

**255.**

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[Fido\\_Puppy's solution](#)

**256.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Fido\\_Puppy's solution](#)

**257.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-06-26 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fido\\_Puppy's solution](#)

**258.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**259.**

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Fido\\_Puppy's solution](#)

**260.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Fido\\_Puppy's solution](#)

**261.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Fido\\_Puppy's solution](#)

**262.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Fido\\_Puppy's solution](#)

**263.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Fido\\_Puppy's solution](#)

**264.**

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Fido\\_Puppy's solution](#)

**265.**

1546C

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

Rating: 1500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Fido\\_Puppy's solution](#)

**266.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2022-08-28 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Fido\\_Puppy's solution](#)

**267.**

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2022-09-16 · last AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Fido\\_Puppy's solution](#)

**268.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers

[Fido\\_Puppy's solution](#)

**269.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fido\\_Puppy's solution](#)

**270.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Fido\\_Puppy's solution](#)

**271.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fido\\_Puppy's solution](#)

**272.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fido\\_Puppy's solution](#)

**273.**

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Fido\\_Puppy's solution](#)

**274.**

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Fido\\_Puppy's solution](#)

**275.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Fido\\_Puppy's solution](#)

**276.**

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

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**277.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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**278.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Fido\\_Puppy's solution](#)

**279.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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**280.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

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**281.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1500 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[Fido\\_Puppy's solution](#)

**282.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[Fido\\_Puppy's solution](#)

**283.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp  
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**284.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Fido\\_Puppy's solution](#)

**285.**

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math  
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**286.**

2207B

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

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[Fido\\_Puppy's solution](#)

**287.**

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers  
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**288.**

2181F

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Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
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**289.**

2125D

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Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities  
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**290.**

2048D

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

Quality: 8,310 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  
[Fido\\_Puppy's solution](#)

**291.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, two pointers  
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**292.**

856A

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[Fido\\_Puppy's solution](#)

**293.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

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**294.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

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**295.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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**296.**

1801A

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Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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**297.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,165 global accepts · Rating: 1600 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings

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**298.**

1513C

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**299.**

1775C

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**300.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

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**301.**

1753B

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**302.**

1358C

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**303.**

343B

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**304.**

1062C

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**305.**

1486C1

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**306.**

1503A

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Quality: 14,607 global accepts · Rating: 1600 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fido\\_Puppy's solution](#)

**307.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Fido\\_Puppy's solution](#)

**308.**

1530D

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Quality: 10,097 global accepts · Rating: 1600 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

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**309.**

1255C

[League of Leesins](#) · [Tutorial](#)

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[Fido\\_Puppy's solution](#)

**310.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Fido\\_Puppy's solution](#)

**311.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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**312.**

1288C

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Quality: 15,274 global accepts · Rating: 1600 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

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**313.**

1689C

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Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

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**314.**

1251C

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**315.**

1321C

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**316.**

246D

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Quality: 10,290 global accepts · Rating: 1600 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

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**317.**

1555D

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**318.**

2215A

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Quality: 2,496 global accepts · Rating: 1700 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

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**319.**

2201A2

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[Fido\\_Puppy's solution](#)

**320.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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**321.**

2181M

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[Fido\\_Puppy's solution](#)

**322.**

2150B

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**323.**

2147D

[Game on Array](#) · [Tutorial](#)

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**324.**

2122C

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**325.**

2053D

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**326.**

2096C

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**327.**

2041D

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**328.**

2039D

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Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Fido\\_Puppy's solution](#)

**329.**

2029C

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Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

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**330.**

2023B

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**331.**

2018C

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**332.**

2006A

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**333.**

1361A

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**334.**

1942C2

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Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

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**335.**

1945E

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**336.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

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**337.**

1916D

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

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**338.**

1383A

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**339.**

696B

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**340.**

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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**341.**

1628B

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Quality: 12,715 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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**342.**

1835A

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Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Fido\\_Puppy's solution](#)

**343.**

1658C

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**344.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-06-26 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Fido\\_Puppy's solution](#)

**345.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-26 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

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**346.**

405D

[Toy Sum](#) · [Tutorial](#)

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**347.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

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**348.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Fido\\_Puppy's solution](#)

**349.**

1792D

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**350.**

1777C

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**351.**

1779D

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Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-04 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

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**352.**

1770C

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**353.**

1592C

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**354.**

1118C

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**355.**

1027D

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**356.**

1765D

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**357.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Fido\\_Puppy's solution](#)

**358.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, math

[Fido\\_Puppy's solution](#)

**359.**

219D

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

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fido\\_Puppy's solution](#)

**360.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive

[Fido\\_Puppy's solution](#)

**361.**

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[Fido\\_Puppy's solution](#)

**362.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fido\\_Puppy's solution](#)

**363.**

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fido\\_Puppy's solution](#)

**364.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Fido\\_Puppy's solution](#)

**365.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[Fido\\_Puppy's solution](#)

**366.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Fido\\_Puppy's solution](#)

**367.**

1321D

[Navigation System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Fido\\_Puppy's solution](#)

**368.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2022-07-14 · last AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Fido\\_Puppy's solution](#)

**369.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,476 global accepts · Rating: 1700 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**370.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**371.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Fido\\_Puppy's solution](#)

**372.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Fido\\_Puppy's solution](#)

**373.**

2187B

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

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Fido\\_Puppy's solution](#)

**374.**

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Fido\\_Puppy's solution](#)

**375.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Fido\\_Puppy's solution](#)

**376.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Fido\\_Puppy's solution](#)

**377.**

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Fido\\_Puppy's solution](#)

**378.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Fido\\_Puppy's solution](#)

**379.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Fido\\_Puppy's solution](#)

**380.**

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Fido\\_Puppy's solution](#)

**381.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Fido\\_Puppy's solution](#)

**382.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Fido\\_Puppy's solution](#)

**383.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Fido\\_Puppy's solution](#)

**384.**

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fido\\_Puppy's solution](#)

**385.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Fido\\_Puppy's solution](#)

**386.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Fido\\_Puppy's solution](#)

**387.**

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Fido\\_Puppy's solution](#)

**388.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fido\\_Puppy's solution](#)

**389.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Fido\\_Puppy's solution](#)

**390.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Fido\\_Puppy's solution](#)

**391.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Fido\\_Puppy's solution](#)

**392.**

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Fido\\_Puppy's solution](#)

**393.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Fido\\_Puppy's solution](#)

**394.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Fido\\_Puppy's solution](#)

**395.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,473 global accepts · Rating: 1800 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Fido\\_Puppy's solution](#)

**396.**

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2022-12-08 · last AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Fido\\_Puppy's solution](#)

**397.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Fido\\_Puppy's solution](#)

**398.**

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Fido\\_Puppy's solution](#)

**399.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Fido\\_Puppy's solution](#)

**400.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**401.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Fido\\_Puppy's solution](#)

**402.**

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Fido\\_Puppy's solution](#)

**403.**

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Fido\\_Puppy's solution](#)

**404.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[Fido\\_Puppy's solution](#)

**405.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-29 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Fido\\_Puppy's solution](#)

**406.**

220B

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

Quality: 12,885 global accepts · Rating: 1800 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Fido\\_Puppy's solution](#)

**407.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Fido\\_Puppy's solution](#)

**408.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Fido\\_Puppy's solution](#)

**409.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**410.**

1720D1

[Xor-Subsequence \(easy version\) · Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Fido\\_Puppy's solution](#)

**411.**

1611F

[ATM and Students · Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Fido\\_Puppy's solution](#)

**412.**

2053E

[Resourceful Caterpillar Sequence · Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Fido\\_Puppy's solution](#)

**413.**

2068F

[Mascot Naming · Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[Fido\\_Puppy's solution](#)

**414.**

1994D

[Funny Game · Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Fido\\_Puppy's solution](#)

**415.**

2038G

[Guess One Character · Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Fido\\_Puppy's solution](#)

**416.**

1470B

[Strange Definition · Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Fido\\_Puppy's solution](#)

**417.**

2029D

[Cool Graph · Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Fido\\_Puppy's solution](#)

**418.**

2018B

[Speedbreaker · Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Fido\\_Puppy's solution](#)

**419.**

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Fido\\_Puppy's solution](#)

**420.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Fido\\_Puppy's solution](#)

**421.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fido\\_Puppy's solution](#)

**422.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**423.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Fido\\_Puppy's solution](#)

**424.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Fido\\_Puppy's solution](#)

**425.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Fido\\_Puppy's solution](#)

**426.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Fido\\_Puppy's solution](#)

**427.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fido\\_Puppy's solution](#)

**428.**

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fido\\_Puppy's solution](#)

**429.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Fido\\_Puppy's solution](#)

**430.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Fido\\_Puppy's solution](#)

**431.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Fido\\_Puppy's solution](#)

**432.**

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Fido\\_Puppy's solution](#)

**433.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Fido\\_Puppy's solution](#)

**434.**

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Fido\\_Puppy's solution](#)

**435.**

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2023-04-26 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math

[Fido\\_Puppy's solution](#)

**436.**

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2023-04-26 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Fido\\_Puppy's solution](#)

**437.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Fido\\_Puppy's solution](#)

**438.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Fido\\_Puppy's solution](#)

**439.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2023-01-12 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Fido\\_Puppy's solution](#)

**440.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Fido\\_Puppy's solution](#)

**441.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Fido\\_Puppy's solution](#)

**442.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Fido\\_Puppy's solution](#)

**443.**

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Fido\\_Puppy's solution](#)

**444.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,792 global accepts · Rating: 1900 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy

[Fido\\_Puppy's solution](#)

**445.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Fido\\_Puppy's solution](#)

**446.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Fido\\_Puppy's solution](#)

**447.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Fido\\_Puppy's solution](#)

**448.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Fido\\_Puppy's solution](#)

**449.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Fido\\_Puppy's solution](#)

**450.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Fido\\_Puppy's solution](#)

**451.**

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Fido\\_Puppy's solution](#)

**452.**

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[Fido\\_Puppy's solution](#)

**453.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Fido\\_Puppy's solution](#)

**454.**

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Fido\\_Puppy's solution](#)

**455.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu

[Fido\\_Puppy's solution](#)

**456.**

505C

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

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2022-11-19 · last AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, two pointers

[Fido\\_Puppy's solution](#)

**457.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Fido\\_Puppy's solution](#)

**458.**

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[Fido\\_Puppy's solution](#)

**459.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Fido\\_Puppy's solution](#)

**460.**

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fido\\_Puppy's solution](#)

**461.**

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fido\\_Puppy's solution](#)

**462.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Fido\\_Puppy's solution](#)

**463.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Fido\\_Puppy's solution](#)

**464.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Fido\\_Puppy's solution](#)

**465.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**466.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Fido\\_Puppy's solution](#)

**467.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**468.**

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**469.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, greedy, two pointers

[Fido\\_Puppy's solution](#)

**470.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Fido\\_Puppy's solution](#)

**471.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[Fido\\_Puppy's solution](#)

**472.**

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math

[Fido\\_Puppy's solution](#)

**473.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**474.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Fido\\_Puppy's solution](#)

**475.**

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Fido\\_Puppy's solution](#)

**476.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Fido\\_Puppy's solution](#)

**477.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, strings

[Fido\\_Puppy's solution](#)

**478.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2022-07-15 · last AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**479.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Fido\\_Puppy's solution](#)

**480.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2022-09-01 · last AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Fido\\_Puppy's solution](#)

**481.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Fido\\_Puppy's solution](#)

**482.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Fido\\_Puppy's solution](#)

**483.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Fido\\_Puppy's solution](#)

**484.**

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Fido\\_Puppy's solution](#)

**485.**

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Fido\\_Puppy's solution](#)

**486.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Fido\\_Puppy's solution](#)

**487.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Fido\\_Puppy's solution](#)

**488.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[Fido\\_Puppy's solution](#)

**489.**

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

[Fido\\_Puppy's solution](#)

**490.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Fido\\_Puppy's solution](#)

**491.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Fido\\_Puppy's solution](#)

**492.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, trees

[Fido\\_Puppy's solution](#)

**493.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Fido\\_Puppy's solution](#)

**494.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Fido\\_Puppy's solution](#)

**495.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fido\\_Puppy's solution](#)

**496.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Fido\\_Puppy's solution](#)

**497.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Fido\\_Puppy's solution](#)

**498.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Fido\\_Puppy's solution](#)

**499.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Fido\\_Puppy's solution](#)

**500.**

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Fido\\_Puppy's solution](#)

**501.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Fido\\_Puppy's solution](#)

**502.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 2000 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Fido\\_Puppy's solution](#)

**503.**

1867E1

[Salylg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Fido\\_Puppy's solution](#)

**504.**

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Fido\\_Puppy's solution](#)

**505.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Fido\\_Puppy's solution](#)

**506.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,873 global accepts · Rating: 2000 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Fido\\_Puppy's solution](#)

**507.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-28 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Fido\\_Puppy's solution](#)

**508.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Fido\\_Puppy's solution](#)

**509.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Fido\\_Puppy's solution](#)

**510.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2022-03-07 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Fido\\_Puppy's solution](#)

**511.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Fido\\_Puppy's solution](#)

**512.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-01 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Fido\\_Puppy's solution](#)

**513.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, data structures

[Fido\\_Puppy's solution](#)

**514.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Fido\\_Puppy's solution](#)

**515.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Fido\\_Puppy's solution](#)

**516.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**517.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**518.**

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**519.**

893E

[Counting Arrays · Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Fido\\_Puppy's solution](#)

**520.**

1783D

[Different Arrays · Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Fido\\_Puppy's solution](#)

**521.**

27E

[Number With The Given Amount Of Divisors · Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[Fido\\_Puppy's solution](#)

**522.**

1513D

[GCD and MST · Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Fido\\_Puppy's solution](#)

**523.**

1731E

[Graph Cost · Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · last AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Fido\\_Puppy's solution](#)

**524.**

1770D

[Koxia and Game · Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Fido\\_Puppy's solution](#)

**525.**

730I

[Olympiad in Programming and Sports · Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs, greedy

[Fido\\_Puppy's solution](#)

**526.**

1753C

[Wish I Knew How to Sort · Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Fido\\_Puppy's solution](#)

**527.**

1764D

[Doremy's Pegging Game · Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**528.**

1082E

[Increasing Frequency · Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Fido\\_Puppy's solution](#)

**529.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Fido\\_Puppy's solution](#)

**530.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Fido\\_Puppy's solution](#)

**531.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**532.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2022-11-02 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Fido\\_Puppy's solution](#)

**533.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Fido\\_Puppy's solution](#)

**534.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fido\\_Puppy's solution](#)

**535.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Fido\\_Puppy's solution](#)

**536.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Fido\\_Puppy's solution](#)

**537.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Fido\\_Puppy's solution](#)

**538.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Fido\\_Puppy's solution](#)

**539.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Fido\\_Puppy's solution](#)

**540.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Fido\\_Puppy's solution](#)

**541.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Fido\\_Puppy's solution](#)

**542.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Fido\\_Puppy's solution](#)

**543.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Fido\\_Puppy's solution](#)

**544.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fido\\_Puppy's solution](#)

**545.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Fido\\_Puppy's solution](#)

**546.**

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Fido\\_Puppy's solution](#)

**547.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Fido\\_Puppy's solution](#)

**548.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[Fido\\_Puppy's solution](#)

**549.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings

[Fido\\_Puppy's solution](#)

**550.**

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Fido\\_Puppy's solution](#)

**551.**

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 2000 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Fido\\_Puppy's solution](#)

**552.**

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2021-10-08 · last AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Fido\\_Puppy's solution](#)

**553.**

2207E1

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

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Fido\\_Puppy's solution](#)

**554.**

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Fido\\_Puppy's solution](#)

**555.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Fido\\_Puppy's solution](#)

**556.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**557.**

2115B

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

Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Fido\\_Puppy's solution](#)

**558.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Fido\\_Puppy's solution](#)

**559.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Fido\\_Puppy's solution](#)

**560.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Fido\\_Puppy's solution](#)

**561.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Fido\\_Puppy's solution](#)

**562.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Fido\\_Puppy's solution](#)

**563.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Fido\\_Puppy's solution](#)

**564.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-28 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Fido\\_Puppy's solution](#)

**565.**

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2022-11-23 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Fido\\_Puppy's solution](#)

**566.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Fido\\_Puppy's solution](#)

**567.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Fido\\_Puppy's solution](#)

**568.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Fido\\_Puppy's solution](#)

**569.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Fido\\_Puppy's solution](#)

**570.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp, greedy, trees

[Fido\\_Puppy's solution](#)

**571.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-05 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Fido\\_Puppy's solution](#)

**572.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Fido\\_Puppy's solution](#)

**573.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Fido\\_Puppy's solution](#)

**574.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2023-05-03 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, greedy

[Fido\\_Puppy's solution](#)

**575.**

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry

[Fido\\_Puppy's solution](#)

**576.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Fido\\_Puppy's solution](#)

**577.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Fido\\_Puppy's solution](#)

**578.**

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[Fido\\_Puppy's solution](#)

**579.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Fido\\_Puppy's solution](#)

**580.**

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Fido\\_Puppy's solution](#)

**581.**

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**582.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fido\\_Puppy's solution](#)

**583.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,999 global accepts · Rating: 2100 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Fido\\_Puppy's solution](#)

**584.**

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-09-22 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**585.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fido\\_Puppy's solution](#)

**586.**

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute

force, constructive algorithms, math, number theory

[Fido\\_Puppy's solution](#)

**587.**

546E

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

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, math

[Fido\\_Puppy's solution](#)

**588.**

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory

[Fido\\_Puppy's solution](#)

**589.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Fido\\_Puppy's solution](#)

**590.**

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Fido\\_Puppy's solution](#)

**591.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Fido\\_Puppy's solution](#)

**592.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[Fido\\_Puppy's solution](#)

**593.**

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Fido\\_Puppy's solution](#)

**594.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[Fido\\_Puppy's solution](#)

**595.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Fido\\_Puppy's solution](#)

**596.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Fido\\_Puppy's solution](#)

**597.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Fido\\_Puppy's solution](#)

**598.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Fido\\_Puppy's solution](#)

**599.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Fido\\_Puppy's solution](#)

**600.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Fido\\_Puppy's solution](#)

**601.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Fido\\_Puppy's solution](#)

**602.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Fido\\_Puppy's solution](#)

**603.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2022-07-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Fido\\_Puppy's solution](#)

**604.**

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math

[Fido\\_Puppy's solution](#)

**605.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-08-05 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fido\\_Puppy's solution](#)

**606.**

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[Fido\\_Puppy's solution](#)

**607.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Fido\\_Puppy's solution](#)

**608.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Fido\\_Puppy's solution](#)

**609.**

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[Fido\\_Puppy's solution](#)

**610.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Fido\\_Puppy's solution](#)

**611.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Fido\\_Puppy's solution](#)

**612.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Fido\\_Puppy's solution](#)

**613.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Fido\\_Puppy's solution](#)

**614.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Fido\\_Puppy's solution](#)

**615.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**616.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Fido\\_Puppy's solution](#)

**617.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Fido\\_Puppy's solution](#)

**618.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2024-03-13 · Python 3 (first AC) · Tags: \*special, math

[Fido\\_Puppy's solution](#)

**619.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fido\\_Puppy's solution](#)

**620.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Fido\\_Puppy's solution](#)

**621.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Fido\\_Puppy's solution](#)

**622.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Fido\\_Puppy's solution](#)

**623.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**624.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fido\\_Puppy's solution](#)

**625.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Fido\\_Puppy's solution](#)

**626.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Fido\\_Puppy's solution](#)

**627.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[Fido\\_Puppy's solution](#)

**628.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Fido\\_Puppy's solution](#)

**629.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-25 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Fido\\_Puppy's solution](#)

**630.**

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Fido\\_Puppy's solution](#)

**631.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-26 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Fido\\_Puppy's solution](#)

**632.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Fido\\_Puppy's solution](#)

**633.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-28 · last AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Fido\\_Puppy's solution](#)

**634.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[Fido\\_Puppy's solution](#)

**635.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2022-07-15 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, dfs and similar, flows, graphs, greedy

[Fido\\_Puppy's solution](#)

**636.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Fido\\_Puppy's solution](#)

**637.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2023-04-17 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[Fido\\_Puppy's solution](#)

**638.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-09-29 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Fido\\_Puppy's solution](#)

**639.**

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fido\\_Puppy's solution](#)

**640.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Fido\\_Puppy's solution](#)

**641.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-30 · last AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Fido\\_Puppy's solution](#)

**642.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[Fido\\_Puppy's solution](#)

**643.**

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Fido\\_Puppy's solution](#)

**644.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Fido\\_Puppy's solution](#)

**645.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Fido\\_Puppy's solution](#)

**646.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-20 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Fido\\_Puppy's solution](#)

**647.**

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**648.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Fido\\_Puppy's solution](#)

**649.**

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2023-01-05 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[Fido\\_Puppy's solution](#)

**650.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2023-02-25 · last AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Fido\\_Puppy's solution](#)

**651.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-02-25 · last AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Fido\\_Puppy's solution](#)

**652.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Fido\\_Puppy's solution](#)

**653.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**654.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Fido\\_Puppy's solution](#)

**655.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Fido\\_Puppy's solution](#)

**656.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Fido\\_Puppy's solution](#)

**657.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Fido\\_Puppy's solution](#)

**658.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · last AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Fido\\_Puppy's solution](#)

**659.**

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**660.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Fido\\_Puppy's solution](#)

**661.**

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings

[Fido\\_Puppy's solution](#)

**662.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Fido\\_Puppy's solution](#)

**663.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 2200 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**664.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Fido\\_Puppy's solution](#)

**665.**

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Fido\\_Puppy's solution](#)

**666.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Fido\\_Puppy's solution](#)

**667.**

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Fido\\_Puppy's solution](#)

**668.**

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Fido\\_Puppy's solution](#)

**669.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Fido\\_Puppy's solution](#)

**670.**

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fido\\_Puppy's solution](#)

**671.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Fido\\_Puppy's solution](#)

**672.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, math

[Fido\\_Puppy's solution](#)

**673.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Fido\\_Puppy's solution](#)

**674.**

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Fido\\_Puppy's solution](#)

**675.**

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Fido\\_Puppy's solution](#)

**676.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**677.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Fido\\_Puppy's solution](#)

**678.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

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**679.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Fido\\_Puppy's solution](#)

**680.**

2124F1

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

Quality: 1,563 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Fido\\_Puppy's solution](#)

**681.**

2068A

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

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Fido\\_Puppy's solution](#)

**682.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Fido\\_Puppy's solution](#)

**683.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**684.**

856B

[Similar Words](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, strings, trees

[Fido\\_Puppy's solution](#)

**685.**

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Fido\\_Puppy's solution](#)

**686.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Fido\\_Puppy's solution](#)

**687.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Fido\\_Puppy's solution](#)

**688.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Fido\\_Puppy's solution](#)

**689.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Fido\\_Puppy's solution](#)

**690.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Fido\\_Puppy's solution](#)

**691.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Fido\\_Puppy's solution](#)

**692.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Fido\\_Puppy's solution](#)

**693.**

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Fido\\_Puppy's solution](#)

**694.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Fido\\_Puppy's solution](#)

**695.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Fido\\_Puppy's solution](#)

**696.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Fido\\_Puppy's solution](#)

**697.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[Fido\\_Puppy's solution](#)

**698.**

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Fido\\_Puppy's solution](#)

**699.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Fido\\_Puppy's solution](#)

**700.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Fido\\_Puppy's solution](#)

**701.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Fido\\_Puppy's solution](#)

**702.**

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**703.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Fido\\_Puppy's solution](#)

**704.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Fido\\_Puppy's solution](#)

**705.**

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Fido\\_Puppy's solution](#)

**706.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Fido\\_Puppy's solution](#)

**707.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Fido\\_Puppy's solution](#)

**708.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-06-26 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Fido\\_Puppy's solution](#)

**709.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Fido\\_Puppy's solution](#)

**710.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Fido\\_Puppy's solution](#)

**711.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Fido\\_Puppy's solution](#)

**712.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Fido\\_Puppy's solution](#)

**713.**

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Fido\\_Puppy's solution](#)

**714.**

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Fido\\_Puppy's solution](#)

## 715.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Fido\\_Puppy's solution](#)

## 716.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Fido\\_Puppy's solution](#)

## 717.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Fido\\_Puppy's solution](#)

## 718.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2023-04-23 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[Fido\\_Puppy's solution](#)

## 719.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Fido\\_Puppy's solution](#)

## 720.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Fido\\_Puppy's solution](#)

## 721.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2023-04-18 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: games

[Fido\\_Puppy's solution](#)

## 722.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Fido\\_Puppy's solution](#)

## 723.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Fido\\_Puppy's solution](#)

**724.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2022-10-14 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Fido\\_Puppy's solution](#)

**725.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Fido\\_Puppy's solution](#)

**726.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Fido\\_Puppy's solution](#)

**727.**

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2023-04-01 · last AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Fido\\_Puppy's solution](#)

**728.**

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Fido\\_Puppy's solution](#)

**729.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[Fido\\_Puppy's solution](#)

**730.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-10-14 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Fido\\_Puppy's solution](#)

**731.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2022-07-11 · last AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Fido\\_Puppy's solution](#)

**732.**

438D

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

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Fido\\_Puppy's solution](#)

**733.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle

[Fido\\_Puppy's solution](#)

**734.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy

[Fido\\_Puppy's solution](#)

**735.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2023-03-08 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[Fido\\_Puppy's solution](#)

**736.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Fido\\_Puppy's solution](#)

**737.**

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[Fido\\_Puppy's solution](#)

**738.**

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Fido\\_Puppy's solution](#)

**739.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[Fido\\_Puppy's solution](#)

**740.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**741.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Fido\\_Puppy's solution](#)

**742.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Fido\\_Puppy's solution](#)

**743.**

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**744.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Fido\\_Puppy's solution](#)

**745.**

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**746.**

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Fido\\_Puppy's solution](#)

**747.**

1782E

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

Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Fido\\_Puppy's solution](#)

**748.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Fido\\_Puppy's solution](#)

**749.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Fido\\_Puppy's solution](#)

**750.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[Fido\\_Puppy's solution](#)

**751.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Fido\\_Puppy's solution](#)

**752.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2022-12-08 · last AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Fido\\_Puppy's solution](#)

**753.**

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

data structures, divide and conquer, dp, flows, math, trees

[Fido\\_Puppy's solution](#)

**754.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Fido\\_Puppy's solution](#)

**755.**

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Fido\\_Puppy's solution](#)

**756.**

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Fido\\_Puppy's solution](#)

**757.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Fido\\_Puppy's solution](#)

**758.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[Fido\\_Puppy's solution](#)

**759.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Fido\\_Puppy's solution](#)

**760.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, hashing

[Fido\\_Puppy's solution](#)

**761.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[Fido\\_Puppy's solution](#)

**762.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Fido\\_Puppy's solution](#)

**763.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Fido\\_Puppy's solution](#)

**764.**

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Fido\\_Puppy's solution](#)

**765.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-20 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Fido\\_Puppy's solution](#)

**766.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**767.**

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Fido\\_Puppy's solution](#)

**768.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Fido\\_Puppy's solution](#)

**769.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**770.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2021-08-08 · last AC: 2022-02-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Fido\\_Puppy's solution](#)

**771.**

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Fido\\_Puppy's solution](#)

**772.**

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Fido\\_Puppy's solution](#)

**773.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

divide and conquer, dp, graphs, greedy, shortest paths

[Fido\\_Puppy's solution](#)

**774.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Fido\\_Puppy's solution](#)

**775.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Fido\\_Puppy's solution](#)

**776.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Fido\\_Puppy's solution](#)

**777.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Fido\\_Puppy's solution](#)

**778.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Fido\\_Puppy's solution](#)

**779.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**780.**

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Fido\\_Puppy's solution](#)

**781.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Fido\\_Puppy's solution](#)

**782.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2024-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Fido\\_Puppy's solution](#)

**783.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Fido\\_Puppy's solution](#)

**784.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**785.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-12-29 · last AC: 2024-03-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**786.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Fido\\_Puppy's solution](#)

**787.**

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**788.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Fido\\_Puppy's solution](#)

**789.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Fido\\_Puppy's solution](#)

**790.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Fido\\_Puppy's solution](#)

**791.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Fido\\_Puppy's solution](#)

**792.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2022-07-11 · last AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Fido\\_Puppy's solution](#)

**793.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Fido\\_Puppy's solution](#)

**794.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Fido\\_Puppy's solution](#)

**795.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Fido\\_Puppy's solution](#)

**796.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft

[Fido\\_Puppy's solution](#)

**797.**

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory

[Fido\\_Puppy's solution](#)

**798.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**799.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees

[Fido\\_Puppy's solution](#)

**800.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[Fido\\_Puppy's solution](#)

**801.**

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Fido\\_Puppy's solution](#)

**802.**

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Fido\\_Puppy's solution](#)

**803.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Fido\\_Puppy's solution](#)

**804.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Fido\\_Puppy's solution](#)

**805.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**806.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Fido\\_Puppy's solution](#)

**807.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Fido\\_Puppy's solution](#)

**808.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Fido\\_Puppy's solution](#)

**809.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Fido\\_Puppy's solution](#)

**810.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Fido\\_Puppy's solution](#)

**811.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Fido\\_Puppy's solution](#)

**812.**

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Fido\\_Puppy's solution](#)

**813.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Fido\\_Puppy's solution](#)

**814.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Fido\\_Puppy's solution](#)

**815.**

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**816.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing

[Fido\\_Puppy's solution](#)

**817.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**818.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Fido\\_Puppy's solution](#)

**819.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Fido\\_Puppy's solution](#)

**820.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-24 · last AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Fido\\_Puppy's solution](#)

**821.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Fido\\_Puppy's solution](#)

**822.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute

force, data structures, dp, graphs, implementation, sortings

[Fido\\_Puppy's solution](#)

**823.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Fido\\_Puppy's solution](#)

**824.**

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2400 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Fido\\_Puppy's solution](#)

**825.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Fido\\_Puppy's solution](#)

**826.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Fido\\_Puppy's solution](#)

**827.**

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Fido\\_Puppy's solution](#)

**828.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation

[Fido\\_Puppy's solution](#)

**829.**

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**830.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Fido\\_Puppy's solution](#)

**831.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Fido\\_Puppy's solution](#)

**832.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices

[Fido\\_Puppy's solution](#)

**833.**

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**834.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-12-22 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Fido\\_Puppy's solution](#)

**835.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Fido\\_Puppy's solution](#)

**836.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-16 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Fido\\_Puppy's solution](#)

**837.**

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Fido\\_Puppy's solution](#)

**838.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Fido\\_Puppy's solution](#)

**839.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**840.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Fido\\_Puppy's solution](#)

**841.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**842.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Fido\\_Puppy's solution](#)

### 843.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Fido\\_Puppy's solution](#)

### 844.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Fido\\_Puppy's solution](#)

### 845.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Fido\\_Puppy's solution](#)

### 846.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Fido\\_Puppy's solution](#)

### 847.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Fido\\_Puppy's solution](#)

### 848.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Fido\\_Puppy's solution](#)

### 849.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[Fido\\_Puppy's solution](#)

### 850.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Fido\\_Puppy's solution](#)

### 851.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Fido\\_Puppy's solution](#)

**852.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Fido\\_Puppy's solution](#)

**853.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[Fido\\_Puppy's solution](#)

**854.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Fido\\_Puppy's solution](#)

**855.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Fido\\_Puppy's solution](#)

**856.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**857.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-27 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Fido\\_Puppy's solution](#)

**858.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, ternary search

[Fido\\_Puppy's solution](#)

**859.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Fido\\_Puppy's solution](#)

**860.**

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fido\\_Puppy's solution](#)

**861.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Fido\\_Puppy's solution](#)

**862.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Fido\\_Puppy's solution](#)

**863.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Fido\\_Puppy's solution](#)

**864.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**865.**

445E

[DZY Loves Colors](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**866.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Fido\\_Puppy's solution](#)

**867.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Fido\\_Puppy's solution](#)

**868.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2021-10-15 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Fido\\_Puppy's solution](#)

**869.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Fido\\_Puppy's solution](#)

**870.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Fido\\_Puppy's solution](#)

**871.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Fido\\_Puppy's solution](#)

**872.**

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[Fido\\_Puppy's solution](#)

**873.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**874.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Fido\\_Puppy's solution](#)

**875.**

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Fido\\_Puppy's solution](#)

**876.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-02-24 · last AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Fido\\_Puppy's solution](#)

**877.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Fido\\_Puppy's solution](#)

**878.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**879.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Fido\\_Puppy's solution](#)

**880.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Fido\\_Puppy's solution](#)

**881.**

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Fido\\_Puppy's solution](#)

**882.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide

and conquer, dp, implementation, math, trees

[Fido\\_Puppy's solution](#)

**883.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Fido\\_Puppy's solution](#)

**884.**

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**885.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**886.**

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Fido\\_Puppy's solution](#)

**887.**

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Fido\\_Puppy's solution](#)

**888.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Fido\\_Puppy's solution](#)

**889.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Fido\\_Puppy's solution](#)

**890.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Fido\\_Puppy's solution](#)

**891.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[Fido\\_Puppy's solution](#)

**892.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Fido\\_Puppy's solution](#)

**893.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy

[Fido\\_Puppy's solution](#)

**894.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Fido\\_Puppy's solution](#)

**895.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**896.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2023-06-04 · last AC: 2024-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Fido\\_Puppy's solution](#)

**897.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Fido\\_Puppy's solution](#)

**898.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Fido\\_Puppy's solution](#)

**899.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Fido\\_Puppy's solution](#)

**900.**

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, sortings

[Fido\\_Puppy's solution](#)

**901.**

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[Fido\\_Puppy's solution](#)

**902.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Fido\\_Puppy's solution](#)

**903.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Fido\\_Puppy's solution](#)

**904.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Fido\\_Puppy's solution](#)

**905.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Fido\\_Puppy's solution](#)

**906.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**907.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Fido\\_Puppy's solution](#)

**908.**

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Fido\\_Puppy's solution](#)

**909.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Fido\\_Puppy's solution](#)

**910.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Fido\\_Puppy's solution](#)

**911.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Fido\\_Puppy's solution](#)

**912.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fido\\_Puppy's solution](#)

**913.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Fido\\_Puppy's solution](#)

**914.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, strings

[Fido\\_Puppy's solution](#)

**915.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Fido\\_Puppy's solution](#)

**916.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Fido\\_Puppy's solution](#)

**917.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Fido\\_Puppy's solution](#)

**918.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[Fido\\_Puppy's solution](#)

**919.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Fido\\_Puppy's solution](#)

**920.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dfs and similar, trees

[Fido\\_Puppy's solution](#)

**921.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Fido\\_Puppy's solution](#)

**922.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Fido\\_Puppy's solution](#)

**923.**

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Fido\\_Puppy's solution](#)

**924.**

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-06-26 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Fido\\_Puppy's solution](#)

**925.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Fido\\_Puppy's solution](#)

**926.**

23C

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

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Fido\\_Puppy's solution](#)

**927.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2022-11-08 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Fido\\_Puppy's solution](#)

**928.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[Fido\\_Puppy's solution](#)

**929.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Fido\\_Puppy's solution](#)

**930.**

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Fido\\_Puppy's solution](#)

**931.**

1612G

[Max Sum Array · Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Fido\\_Puppy's solution](#)

**932.**

981F

[Round Marriage · Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graph matchings, greedy

[Fido\\_Puppy's solution](#)

**933.**

1838E

[Count Supersequences · Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**934.**

1764F

[Doremy's Experimental Tree · Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · last AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Fido\\_Puppy's solution](#)

**935.**

1737E

[Ela Goes Hiking · Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Fido\\_Puppy's solution](#)

**936.**

1550E

[Stringforces · Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Fido\\_Puppy's solution](#)

**937.**

1562E

[Rescue Niwen! · Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**938.**

1320D

[Reachable Strings · Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-08-25 · last AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[Fido\\_Puppy's solution](#)

**939.**

1823E

[Removing Graph · Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Fido\\_Puppy's solution](#)

**940.**

1824C

[LuoTianyi and XOR-Tree · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Fido\\_Puppy's solution](#)

**941.**

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, strings

[Fido\\_Puppy's solution](#)

**942.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Fido\\_Puppy's solution](#)

**943.**

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**944.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-30 · last AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Fido\\_Puppy's solution](#)

**945.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Fido\\_Puppy's solution](#)

**946.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Fido\\_Puppy's solution](#)

**947.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Fido\\_Puppy's solution](#)

**948.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-01 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Fido\\_Puppy's solution](#)

**949.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**950.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[Fido\\_Puppy's solution](#)

**951.**

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2023-02-25 · last AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Fido\\_Puppy's solution](#)

**952.**

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**953.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Fido\\_Puppy's solution](#)

**954.**

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Fido\\_Puppy's solution](#)

**955.**

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**956.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**957.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Fido\\_Puppy's solution](#)

**958.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs

[Fido\\_Puppy's solution](#)

**959.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Fido\\_Puppy's solution](#)

**960.**

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2023-01-19 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Fido\\_Puppy's solution](#)

**961.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Fido\\_Puppy's solution](#)

**962.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Fido\\_Puppy's solution](#)

**963.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Fido\\_Puppy's solution](#)

**964.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Fido\\_Puppy's solution](#)

**965.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[Fido\\_Puppy's solution](#)

**966.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · last AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Fido\\_Puppy's solution](#)

**967.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Fido\\_Puppy's solution](#)

**968.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Fido\\_Puppy's solution](#)

**969.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fido\\_Puppy's solution](#)

**970.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Fido\\_Puppy's solution](#)

**971.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, implementation

[Fido\\_Puppy's solution](#)

**972.**

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**973.**

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**974.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[Fido\\_Puppy's solution](#)

**975.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Fido\\_Puppy's solution](#)

**976.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Fido\\_Puppy's solution](#)

**977.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft

[Fido\\_Puppy's solution](#)

**978.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Fido\\_Puppy's solution](#)

**979.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Fido\\_Puppy's solution](#)

**980.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Fido\\_Puppy's solution](#)

**981.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Fido\\_Puppy's solution](#)

**982.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Fido\\_Puppy's solution](#)

**983.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Fido\\_Puppy's solution](#)

**984.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[Fido\\_Puppy's solution](#)

**985.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Fido\\_Puppy's solution](#)

**986.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Fido\\_Puppy's solution](#)

**987.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Fido\\_Puppy's solution](#)

**988.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Fido\\_Puppy's solution](#)

**989.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Fido\\_Puppy's solution](#)

**990.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Fido\\_Puppy's solution](#)

**991.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[Fido\\_Puppy's solution](#)

**992.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Fido\\_Puppy's solution](#)

**993.**

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**994.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, greedy

[Fido\\_Puppy's solution](#)

**995.**

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Fido\\_Puppy's solution](#)

**996.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Fido\\_Puppy's solution](#)

**997.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Fido\\_Puppy's solution](#)

**998.**

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, expression parsing

[Fido\\_Puppy's solution](#)

**999.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

## 1000.

1651E

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

Quality: 619 global accepts · Rating: 2600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Fido\\_Puppy's solution](#)

## 1001.

1466G

### [Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2023-06-02 · last AC: 2024-06-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Fido\\_Puppy's solution](#)

## 1002.

1975F

### [Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Fido\\_Puppy's solution](#)

## 1003.

1004F

### [Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[Fido\\_Puppy's solution](#)

## 1004.

1031E

### [Triple Flips](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2600 · first AC: 2024-05-10 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fido\\_Puppy's solution](#)

## 1005.

1153F

### [Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Fido\\_Puppy's solution](#)

## 1006.

1613F

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

Quality: 831 global accepts · Rating: 2600 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Fido\\_Puppy's solution](#)

## 1007.

1090J

### [Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Fido\\_Puppy's solution](#)

## 1008.

1949J

### [Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[Fido\\_Puppy's solution](#)

## 1009.

1945H

### [GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Fido\\_Puppy's solution](#)

**1010.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Fido\\_Puppy's solution](#)

**1011.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Fido\\_Puppy's solution](#)

**1012.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Fido\\_Puppy's solution](#)

**1013.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Fido\\_Puppy's solution](#)

**1014.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[Fido\\_Puppy's solution](#)

**1015.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fido\\_Puppy's solution](#)

**1016.**

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[Fido\\_Puppy's solution](#)

**1017.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Fido\\_Puppy's solution](#)

**1018.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows

[Fido\\_Puppy's solution](#)

**1019.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Fido\\_Puppy's solution](#)

### 1020.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Fido\\_Puppy's solution](#)

### 1021.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, interactive, math

[Fido\\_Puppy's solution](#)

### 1022.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Fido\\_Puppy's solution](#)

### 1023.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Fido\\_Puppy's solution](#)

### 1024.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2023-09-10 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Fido\\_Puppy's solution](#)

### 1025.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Fido\\_Puppy's solution](#)

### 1026.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Fido\\_Puppy's solution](#)

### 1027.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Fido\\_Puppy's solution](#)

### 1028.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics

[Fido\\_Puppy's solution](#)

**1029.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Fido\\_Puppy's solution](#)

**1030.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Fido\\_Puppy's solution](#)

**1031.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Fido\\_Puppy's solution](#)

**1032.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Fido\\_Puppy's solution](#)

**1033.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Fido\\_Puppy's solution](#)

**1034.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Fido\\_Puppy's solution](#)

**1035.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[Fido\\_Puppy's solution](#)

**1036.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Fido\\_Puppy's solution](#)

**1037.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Fido\\_Puppy's solution](#)

**1038.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Fido\\_Puppy's solution](#)

**1039.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Fido\\_Puppy's solution](#)

**1040.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Fido\\_Puppy's solution](#)

**1041.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees

[Fido\\_Puppy's solution](#)

**1042.**

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Fido\\_Puppy's solution](#)

**1043.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[Fido\\_Puppy's solution](#)

**1044.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fido\\_Puppy's solution](#)

**1045.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Fido\\_Puppy's solution](#)

**1046.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1047.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Fido\\_Puppy's solution](#)

**1048.**

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Fido\\_Puppy's solution](#)

### 1049.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Fido\\_Puppy's solution](#)

### 1050.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[Fido\\_Puppy's solution](#)

### 1051.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Fido\\_Puppy's solution](#)

### 1052.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[Fido\\_Puppy's solution](#)

### 1053.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Fido\\_Puppy's solution](#)

### 1054.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fido\\_Puppy's solution](#)

### 1055.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Fido\\_Puppy's solution](#)

### 1056.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-28 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Fido\\_Puppy's solution](#)

### 1057.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-29 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1058.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Fido\\_Puppy's solution](#)**1059.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-02-20 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Fido\\_Puppy's solution](#)**1060.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Fido\\_Puppy's solution](#)**1061.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)**1062.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Fido\\_Puppy's solution](#)**1063.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)**1064.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Fido\\_Puppy's solution](#)**1065.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Fido\\_Puppy's solution](#)**1066.**

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)**1067.**

1793E

[Velepín and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

data structures, dp, greedy, sortings, two pointers

[Fido\\_Puppy's solution](#)

**1068.**

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Fido\\_Puppy's solution](#)

**1069.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Fido\\_Puppy's solution](#)

**1070.**

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Fido\\_Puppy's solution](#)

**1071.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Fido\\_Puppy's solution](#)

**1072.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Fido\\_Puppy's solution](#)

**1073.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Fido\\_Puppy's solution](#)

**1074.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Fido\\_Puppy's solution](#)

**1075.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Fido\\_Puppy's solution](#)

**1076.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[Fido\\_Puppy's solution](#)

**1077.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Fido\\_Puppy's solution](#)

**1078.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Fido\\_Puppy's solution](#)

**1079.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fido\\_Puppy's solution](#)

**1080.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1081.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Fido\\_Puppy's solution](#)

**1082.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities

[Fido\\_Puppy's solution](#)

**1083.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Fido\\_Puppy's solution](#)

**1084.**

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Fido\\_Puppy's solution](#)

**1085.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Fido\\_Puppy's solution](#)

**1086.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-09-22 · last AC: 2025-05-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Fido\\_Puppy's solution](#)

**1087.**

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Fido\\_Puppy's solution](#)

**1088.**

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Fido\\_Puppy's solution](#)

**1089.**

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[Fido\\_Puppy's solution](#)

**1090.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Fido\\_Puppy's solution](#)

**1091.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Fido\\_Puppy's solution](#)

**1092.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[Fido\\_Puppy's solution](#)

**1093.**

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[Fido\\_Puppy's solution](#)

**1094.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2023-12-20 · last AC: 2024-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Fido\\_Puppy's solution](#)

**1095.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Fido\\_Puppy's solution](#)

**1096.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Fido\\_Puppy's solution](#)

**1097.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Fido\\_Puppy's solution](#)

**1098.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[Fido\\_Puppy's solution](#)

**1099.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math

[Fido\\_Puppy's solution](#)

**1100.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[Fido\\_Puppy's solution](#)

**1101.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Fido\\_Puppy's solution](#)

**1102.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Fido\\_Puppy's solution](#)

**1103.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Fido\\_Puppy's solution](#)

**1104.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Fido\\_Puppy's solution](#)

**1105.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Fido\\_Puppy's solution](#)

**1106.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dp, math, strings

[Fido\\_Puppy's solution](#)

**1107.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1108.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Fido\\_Puppy's solution](#)

**1109.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Fido\\_Puppy's solution](#)

**1110.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Fido\\_Puppy's solution](#)

**1111.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Fido\\_Puppy's solution](#)

**1112.**

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, math, matrices

[Fido\\_Puppy's solution](#)

**1113.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fido\\_Puppy's solution](#)

**1114.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Fido\\_Puppy's solution](#)

**1115.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2700 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Fido\\_Puppy's solution](#)

**1116.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Fido\\_Puppy's solution](#)

### 1117.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Fido\\_Puppy's solution](#)

### 1118.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Fido\\_Puppy's solution](#)

### 1119.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Fido\\_Puppy's solution](#)

### 1120.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Fido\\_Puppy's solution](#)

### 1121.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Fido\\_Puppy's solution](#)

### 1122.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, number theory

[Fido\\_Puppy's solution](#)

### 1123.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2700 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Fido\\_Puppy's solution](#)

### 1124.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Fido\\_Puppy's solution](#)

### 1125.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Fido\\_Puppy's solution](#)

**1126.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**1127.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**1128.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[Fido\\_Puppy's solution](#)

**1129.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Fido\\_Puppy's solution](#)

**1130.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Fido\\_Puppy's solution](#)

**1131.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**1132.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**1133.**

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[Fido\\_Puppy's solution](#)

**1134.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Fido\\_Puppy's solution](#)

**1135.**

1799F

[Half or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

brute force, dp, greedy, sortings

[Fido\\_Puppy's solution](#)

**1136.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[Fido\\_Puppy's solution](#)

**1137.**

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Fido\\_Puppy's solution](#)

**1138.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs

[Fido\\_Puppy's solution](#)

**1139.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-04-19 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Fido\\_Puppy's solution](#)

**1140.**

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities, trees

[Fido\\_Puppy's solution](#)

**1141.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Fido\\_Puppy's solution](#)

**1142.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2023-03-08 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Fido\\_Puppy's solution](#)

**1143.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[Fido\\_Puppy's solution](#)

**1144.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Fido\\_Puppy's solution](#)

**1145.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Fido\\_Puppy's solution](#)

**1146.**

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[Fido\\_Puppy's solution](#)

**1147.**

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Fido\\_Puppy's solution](#)

**1148.**

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, number theory

[Fido\\_Puppy's solution](#)

**1149.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[Fido\\_Puppy's solution](#)

**1150.**

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Fido\\_Puppy's solution](#)

**1151.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Fido\\_Puppy's solution](#)

**1152.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**1153.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Fido\\_Puppy's solution](#)

**1154.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

divide and conquer, geometry, trees

[Fido\\_Puppy's solution](#)

**1155.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Fido\\_Puppy's solution](#)

**1156.**

1642F

[Two Arrays](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, math, two pointers

[Fido\\_Puppy's solution](#)

**1157.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing

[Fido\\_Puppy's solution](#)

**1158.**

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Fido\\_Puppy's solution](#)

**1159.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat

[Fido\\_Puppy's solution](#)

**1160.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Fido\\_Puppy's solution](#)

**1161.**

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, math, sortings

[Fido\\_Puppy's solution](#)

**1162.**

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Fido\\_Puppy's solution](#)

**1163.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Fido\\_Puppy's solution](#)

**1164.**

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures

[Fido\\_Puppy's solution](#)

**1165.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[Fido\\_Puppy's solution](#)

**1166.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Fido\\_Puppy's solution](#)

**1167.**

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Fido\\_Puppy's solution](#)

**1168.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Fido\\_Puppy's solution](#)

**1169.**

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Fido\\_Puppy's solution](#)

**1170.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[Fido\\_Puppy's solution](#)

**1171.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Fido\\_Puppy's solution](#)

**1172.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Fido\\_Puppy's solution](#)

**1173.**

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[Fido\\_Puppy's solution](#)

**1174.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Fido\\_Puppy's solution](#)

**1175.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Fido\\_Puppy's solution](#)

**1176.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Fido\\_Puppy's solution](#)

**1177.**

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-07-23 · last AC: 2024-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Fido\\_Puppy's solution](#)

**1178.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1179.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Fido\\_Puppy's solution](#)

**1180.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Fido\\_Puppy's solution](#)

**1181.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Fido\\_Puppy's solution](#)

**1182.**

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[Fido\\_Puppy's solution](#)

**1183.**

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, games, math

[Fido\\_Puppy's solution](#)

**1184.**

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[Fido\\_Puppy's solution](#)

**1185.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, probabilities

[Fido\\_Puppy's solution](#)

**1186.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Fido\\_Puppy's solution](#)

**1187.**

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Fido\\_Puppy's solution](#)

**1188.**

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[Fido\\_Puppy's solution](#)

**1189.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Fido\\_Puppy's solution](#)

**1190.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, fft, math

[Fido\\_Puppy's solution](#)

**1191.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**1192.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Fido\\_Puppy's solution](#)

**1193.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Fido\\_Puppy's solution](#)

**1194.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Fido\\_Puppy's solution](#)

**1195.**

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[Fido\\_Puppy's solution](#)

**1196.**

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Fido\\_Puppy's solution](#)

**1197.**

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fido\\_Puppy's solution](#)

**1198.**

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[Fido\\_Puppy's solution](#)

**1199.**

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fido\\_Puppy's solution](#)

**1200.**

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dsu, implementation

[Fido\\_Puppy's solution](#)

**1201.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Fido\\_Puppy's solution](#)

**1202.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Fido\\_Puppy's solution](#)

**1203.**

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**1204.**

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[Fido\\_Puppy's solution](#)

**1205.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1206.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Fido\\_Puppy's solution](#)

**1207.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Fido\\_Puppy's solution](#)

**1208.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fido\\_Puppy's solution](#)

**1209.**

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[Fido\\_Puppy's solution](#)

**1210.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Fido\\_Puppy's solution](#)

**1211.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Fido\\_Puppy's solution](#)

**1212.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Fido\\_Puppy's solution](#)

**1213.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Fido\\_Puppy's solution](#)

**1214.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, trees

[Fido\\_Puppy's solution](#)

**1215.**

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Fido\\_Puppy's solution](#)

**1216.**

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Fido\\_Puppy's solution](#)

**1217.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Fido\\_Puppy's solution](#)

**1218.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Fido\\_Puppy's solution](#)

**1219.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Fido\\_Puppy's solution](#)

**1220.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Fido\\_Puppy's solution](#)

**1221.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Fido\\_Puppy's solution](#)

**1222.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[Fido\\_Puppy's solution](#)

**1223.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Fido\\_Puppy's solution](#)

**1224.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

combinatorics, data structures, geometry

[Fido\\_Puppy's solution](#)

**1225.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[Fido\\_Puppy's solution](#)

**1226.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Fido\\_Puppy's solution](#)

**1227.**

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, implementation

[Fido\\_Puppy's solution](#)

**1228.**

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Fido\\_Puppy's solution](#)

**1229.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[Fido\\_Puppy's solution](#)

**1230.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[Fido\\_Puppy's solution](#)

**1231.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-11-04 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Fido\\_Puppy's solution](#)

**1232.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Fido\\_Puppy's solution](#)

**1233.**

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Fido\\_Puppy's solution](#)

**1234.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, dfs and similar, dsu

[Fido\\_Puppy's solution](#)

**1235.**

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Fido\\_Puppy's solution](#)

**1236.**

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Fido\\_Puppy's solution](#)

**1237.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Fido\\_Puppy's solution](#)

**1238.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Fido\\_Puppy's solution](#)

**1239.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Fido\\_Puppy's solution](#)

**1240.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-01 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Fido\\_Puppy's solution](#)

**1241.**

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Fido\\_Puppy's solution](#)

**1242.**

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[Fido\\_Puppy's solution](#)

**1243.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Fido\\_Puppy's solution](#)

**1244.**

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, probabilities

[Fido\\_Puppy's solution](#)

**1245.**

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, probabilities

[Fido\\_Puppy's solution](#)

**1246.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Fido\\_Puppy's solution](#)

**1247.**

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1248.**

1845F

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

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Fido\\_Puppy's solution](#)

**1249.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Fido\\_Puppy's solution](#)

**1250.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Fido\\_Puppy's solution](#)

**1251.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-12-16 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Fido\\_Puppy's solution](#)

**1252.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[Fido\\_Puppy's solution](#)

**1253.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Fido\\_Puppy's solution](#)

**1254.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Fido\\_Puppy's solution](#)

**1255.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Fido\\_Puppy's solution](#)

**1256.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Fido\\_Puppy's solution](#)

**1257.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1258.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Fido\\_Puppy's solution](#)

**1259.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Fido\\_Puppy's solution](#)

**1260.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fido\\_Puppy's solution](#)

**1261.**

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities

[Fido\\_Puppy's solution](#)

**1262.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Fido\\_Puppy's solution](#)

**1263.**

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

divide and conquer

[Fido\\_Puppy's solution](#)

**1264.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Fido\\_Puppy's solution](#)

**1265.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · last AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1266.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**1267.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Fido\\_Puppy's solution](#)

**1268.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Fido\\_Puppy's solution](#)

**1269.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, implementation

[Fido\\_Puppy's solution](#)

**1270.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Fido\\_Puppy's solution](#)

**1271.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1272.**

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2022-07-10 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Fido\\_Puppy's solution](#)

## 1273.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

## 1274.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

## 1275.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Fido\\_Puppy's solution](#)

## 1276.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[Fido\\_Puppy's solution](#)

## 1277.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Fido\\_Puppy's solution](#)

## 1278.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[Fido\\_Puppy's solution](#)

## 1279.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Fido\\_Puppy's solution](#)

## 1280.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[Fido\\_Puppy's solution](#)

## 1281.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Fido\\_Puppy's solution](#)

## 1282.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-22 · last AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Fido\\_Puppy's solution](#)

**1283.**

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Fido\\_Puppy's solution](#)

**1284.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Fido\\_Puppy's solution](#)

**1285.**

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[Fido\\_Puppy's solution](#)

**1286.**

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Fido\\_Puppy's solution](#)

**1287.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Fido\\_Puppy's solution](#)

**1288.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Fido\\_Puppy's solution](#)

**1289.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Fido\\_Puppy's solution](#)

**1290.**

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Fido\\_Puppy's solution](#)

**1291.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[Fido\\_Puppy's solution](#)

**1292.**

187E

[Heaven Tour](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2900 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Fido\\_Puppy's solution](#)

**1293.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Fido\\_Puppy's solution](#)

**1294.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry

[Fido\\_Puppy's solution](#)

**1295.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Fido\\_Puppy's solution](#)

**1296.**

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[Fido\\_Puppy's solution](#)

**1297.**

183E

[Candy Shop](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2900 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fido\\_Puppy's solution](#)

**1298.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Fido\\_Puppy's solution](#)

**1299.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Fido\\_Puppy's solution](#)

**1300.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Fido\\_Puppy's solution](#)

**1301.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Fido\\_Puppy's solution](#)

**1302.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Fido\\_Puppy's solution](#)

**1303.**

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Fido\\_Puppy's solution](#)

**1304.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows

[Fido\\_Puppy's solution](#)

**1305.**

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fido\\_Puppy's solution](#)

**1306.**

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2024-07-23 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fido\\_Puppy's solution](#)

**1307.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[Fido\\_Puppy's solution](#)

**1308.**

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Fido\\_Puppy's solution](#)

**1309.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2024-06-05 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Fido\\_Puppy's solution](#)

**1310.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**1311.**

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2900 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fido\\_Puppy's solution](#)

**1312.**

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Fido\\_Puppy's solution](#)

**1313.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Fido\\_Puppy's solution](#)

**1314.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2023-12-25 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Fido\\_Puppy's solution](#)

**1315.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle

[Fido\\_Puppy's solution](#)

**1316.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Fido\\_Puppy's solution](#)

**1317.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Fido\\_Puppy's solution](#)

**1318.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Fido\\_Puppy's solution](#)

**1319.**

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1320.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[Fido\\_Puppy's solution](#)

**1321.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Fido\\_Puppy's solution](#)

**1322.**

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Fido\\_Puppy's solution](#)

**1323.**

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2023-10-28 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Fido\\_Puppy's solution](#)

**1324.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Fido\\_Puppy's solution](#)

**1325.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Fido\\_Puppy's solution](#)

**1326.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Fido\\_Puppy's solution](#)

**1327.**

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[Fido\\_Puppy's solution](#)

**1328.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices

[Fido\\_Puppy's solution](#)

**1329.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[Fido\\_Puppy's solution](#)

**1330.**

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[Fido\\_Puppy's solution](#)

**1331.**

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Fido\\_Puppy's solution](#)

**1332.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar,

graphs, math, number theory

[Fido\\_Puppy's solution](#)

**1333.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Fido\\_Puppy's solution](#)

**1334.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Fido\\_Puppy's solution](#)

**1335.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Fido\\_Puppy's solution](#)

**1336.**

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Fido\\_Puppy's solution](#)

**1337.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[Fido\\_Puppy's solution](#)

**1338.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Fido\\_Puppy's solution](#)

**1339.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[Fido\\_Puppy's solution](#)

**1340.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Fido\\_Puppy's solution](#)

**1341.**

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Fido\\_Puppy's solution](#)

**1342.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Fido\\_Puppy's solution](#)

### 1343.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · Tutorial

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2022-08-18 · last AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Fido\\_Puppy's solution](#)

### 1344.

163D

[Large Refrigerator](#) · Tutorial

Quality: 571 global accepts · Rating: 2900 · first AC: 2022-07-09 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Fido\\_Puppy's solution](#)

### 1345.

1221G

[Graph And Numbers](#) · Tutorial

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Fido\\_Puppy's solution](#)

### 1346.

1285F

[Classical?](#) · Tutorial

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[Fido\\_Puppy's solution](#)

### 1347.

1768F

[Wonderful Jump](#) · Tutorial

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Fido\\_Puppy's solution](#)

### 1348.

1792F2

[Graph Coloring \(hard version\)](#) · Tutorial

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Fido\\_Puppy's solution](#)

### 1349.

103E

[Buying Sets](#) · Tutorial

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[Fido\\_Puppy's solution](#)

### 1350.

960G

[Bandit Blues](#) · Tutorial

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Fido\\_Puppy's solution](#)

### 1351.

802M3

[April Fools' Problem \(hard\)](#) · Tutorial

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[Fido\\_Puppy's solution](#)

**1352.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Fido\\_Puppy's solution](#)

**1353.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-17 · last AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1354.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[Fido\\_Puppy's solution](#)

**1355.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Fido\\_Puppy's solution](#)

**1356.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[Fido\\_Puppy's solution](#)

**1357.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Fido\\_Puppy's solution](#)

**1358.**

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[Fido\\_Puppy's solution](#)

**1359.**

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp

[Fido\\_Puppy's solution](#)

**1360.**

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[Fido\\_Puppy's solution](#)

**1361.**

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**1362.**

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[Fido\\_Puppy's solution](#)

**1363.**

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Fido\\_Puppy's solution](#)

**1364.**

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Fido\\_Puppy's solution](#)

**1365.**

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[Fido\\_Puppy's solution](#)

**1366.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Fido\\_Puppy's solution](#)

**1367.**

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1368.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Fido\\_Puppy's solution](#)

**1369.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, expression parsing

[Fido\\_Puppy's solution](#)

**1370.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, two pointers

[Fido\\_Puppy's solution](#)

**1371.**

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Fido\\_Puppy's solution](#)

**1372.**

1428G2

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

Quality: 727 global accepts · Rating: 3000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Fido\\_Puppy's solution](#)

**1373.**

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**1374.**

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Fido\\_Puppy's solution](#)

**1375.**

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, shortest paths, strings

[Fido\\_Puppy's solution](#)

**1376.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Fido\\_Puppy's solution](#)

**1377.**

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Fido\\_Puppy's solution](#)

**1378.**

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Fido\\_Puppy's solution](#)

**1379.**

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[Fido\\_Puppy's solution](#)

**1380.**

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Fido\\_Puppy's solution](#)

**1381.**

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**1382.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and

similar, sortings

[Fido\\_Puppy's solution](#)

**1383.**

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 3000 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[Fido\\_Puppy's solution](#)

**1384.**

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows

[Fido\\_Puppy's solution](#)

**1385.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Fido\\_Puppy's solution](#)

**1386.**

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Fido\\_Puppy's solution](#)

**1387.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math

[Fido\\_Puppy's solution](#)

**1388.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Fido\\_Puppy's solution](#)

**1389.**

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, trees

[Fido\\_Puppy's solution](#)

**1390.**

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Fido\\_Puppy's solution](#)

**1391.**

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**1392.**

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fido\\_Puppy's solution](#)

**1393.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2024-09-09 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Fido\\_Puppy's solution](#)

**1394.**

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Fido\\_Puppy's solution](#)

**1395.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[Fido\\_Puppy's solution](#)

**1396.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[Fido\\_Puppy's solution](#)

**1397.**

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Fido\\_Puppy's solution](#)

**1398.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[Fido\\_Puppy's solution](#)

**1399.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy

[Fido\\_Puppy's solution](#)

**1400.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-09-20 · last AC: 2024-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[Fido\\_Puppy's solution](#)

**1401.**

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings, trees

[Fido\\_Puppy's solution](#)

**1402.**

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[Fido\\_Puppy's solution](#)

**1403.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Fido\\_Puppy's solution](#)

**1404.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Fido\\_Puppy's solution](#)

**1405.**

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[Fido\\_Puppy's solution](#)

**1406.**

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Fido\\_Puppy's solution](#)

**1407.**

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive, shortest paths

[Fido\\_Puppy's solution](#)

**1408.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[Fido\\_Puppy's solution](#)

**1409.**

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Fido\\_Puppy's solution](#)

**1410.**

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Fido\\_Puppy's solution](#)

**1411.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Fido\\_Puppy's solution](#)

**1412.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Fido\\_Puppy's solution](#)

**1413.**

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Fido\\_Puppy's solution](#)

**1414.**

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[Fido\\_Puppy's solution](#)

**1415.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Fido\\_Puppy's solution](#)

**1416.**

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Fido\\_Puppy's solution](#)

**1417.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[Fido\\_Puppy's solution](#)

**1418.**

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Fido\\_Puppy's solution](#)

**1419.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Fido\\_Puppy's solution](#)

**1420.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Fido\\_Puppy's solution](#)

**1421.**

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**1422.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings  
[Fido\\_Puppy's solution](#)

**1423.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees  
[Fido\\_Puppy's solution](#)

**1424.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[Fido\\_Puppy's solution](#)

**1425.**

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory  
[Fido\\_Puppy's solution](#)

**1426.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices  
[Fido\\_Puppy's solution](#)

**1427.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[Fido\\_Puppy's solution](#)

**1428.**

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees  
[Fido\\_Puppy's solution](#)

**1429.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar  
[Fido\\_Puppy's solution](#)

**1430.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees  
[Fido\\_Puppy's solution](#)

**1431.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers  
[Fido\\_Puppy's solution](#)

**1432.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Fido\\_Puppy's solution](#)

**1433.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Fido\\_Puppy's solution](#)

**1434.**

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[Fido\\_Puppy's solution](#)

**1435.**

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Fido\\_Puppy's solution](#)

**1436.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1437.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Fido\\_Puppy's solution](#)

**1438.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Fido\\_Puppy's solution](#)

**1439.**

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[Fido\\_Puppy's solution](#)

**1440.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Fido\\_Puppy's solution](#)

**1441.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Fido\\_Puppy's solution](#)

**1442.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Fido\\_Puppy's solution](#)

**1443.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Fido\\_Puppy's solution](#)

**1444.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[Fido\\_Puppy's solution](#)

**1445.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[Fido\\_Puppy's solution](#)

**1446.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Fido\\_Puppy's solution](#)

**1447.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-30 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Fido\\_Puppy's solution](#)

**1448.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[Fido\\_Puppy's solution](#)

**1449.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**1450.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[Fido\\_Puppy's solution](#)

**1451.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Fido\\_Puppy's solution](#)

### 1452.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Fido\\_Puppy's solution](#)

### 1453.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[Fido\\_Puppy's solution](#)

### 1454.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Fido\\_Puppy's solution](#)

### 1455.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Fido\\_Puppy's solution](#)

### 1456.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

### 1457.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Fido\\_Puppy's solution](#)

### 1458.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Fido\\_Puppy's solution](#)

### 1459.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Fido\\_Puppy's solution](#)

### 1460.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 3100 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Fido\\_Puppy's solution](#)

**1461.**

2187F1

[AI Fine \(Maximizing Version\) · Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Fido\\_Puppy's solution](#)

**1462.**

2172C

[Circles Are Far from Each Other · Tutorial](#)

Quality: 95 global accepts · Rating: 3100 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Fido\\_Puppy's solution](#)

**1463.**

2172D

[Divisor Card Game · Tutorial](#)

Quality: 103 global accepts · Rating: 3100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Fido\\_Puppy's solution](#)

**1464.**

2097E

[Clearing the Snowdrift · Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[Fido\\_Puppy's solution](#)

**1465.**

2089C2

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

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Fido\\_Puppy's solution](#)

**1466.**

662E

[To Hack or not to Hack · Tutorial](#)

Quality: 164 global accepts · Rating: 3100 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[Fido\\_Puppy's solution](#)

**1467.**

418E

[Tricky Password · Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1468.**

1168E

[Xor Permutations · Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Fido\\_Puppy's solution](#)

**1469.**

1184D2

[Parallel Universes \(Hard\) · Tutorial](#)

Quality: 128 global accepts · Rating: 3100 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices

[Fido\\_Puppy's solution](#)

**1470.**

730F

[Ber Patio · Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1471.**

331E2

[Deja Vu · Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp

[Fido\\_Puppy's solution](#)

**1472.**

925F

[Parametric Circulation](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows

[Fido\\_Puppy's solution](#)

**1473.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Fido\\_Puppy's solution](#)

**1474.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Fido\\_Puppy's solution](#)

**1475.**

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, math

[Fido\\_Puppy's solution](#)

**1476.**

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Fido\\_Puppy's solution](#)

**1477.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, trees

[Fido\\_Puppy's solution](#)

**1478.**

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**1479.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Fido\\_Puppy's solution](#)

**1480.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, trees

[Fido\\_Puppy's solution](#)

**1481.**

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Fido\\_Puppy's solution](#)

**1482.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Fido\\_Puppy's solution](#)

**1483.**

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Fido\\_Puppy's solution](#)

**1484.**

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3100 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Fido\\_Puppy's solution](#)

**1485.**

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, math

[Fido\\_Puppy's solution](#)

**1486.**

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Fido\\_Puppy's solution](#)

**1487.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Fido\\_Puppy's solution](#)

**1488.**

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Fido\\_Puppy's solution](#)

**1489.**

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-08-04 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Fido\\_Puppy's solution](#)

**1490.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft

[Fido\\_Puppy's solution](#)

**1491.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Fido\\_Puppy's solution](#)

**1492.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1493.**

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Fido\\_Puppy's solution](#)

**1494.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, probabilities

[Fido\\_Puppy's solution](#)

**1495.**

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings

[Fido\\_Puppy's solution](#)

**1496.**

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[Fido\\_Puppy's solution](#)

**1497.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[Fido\\_Puppy's solution](#)

**1498.**

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Fido\\_Puppy's solution](#)

**1499.**

446E

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

Quality: 143 global accepts · Rating: 3100 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[Fido\\_Puppy's solution](#)

**1500.**

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Fido\\_Puppy's solution](#)

**1501.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[Fido\\_Puppy's solution](#)

**1502.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Fido\\_Puppy's solution](#)

**1503.**

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1504.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math

[Fido\\_Puppy's solution](#)

**1505.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Fido\\_Puppy's solution](#)

**1506.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Fido\\_Puppy's solution](#)

**1507.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Fido\\_Puppy's solution](#)

**1508.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[Fido\\_Puppy's solution](#)

**1509.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Fido\\_Puppy's solution](#)

**1510.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Fido\\_Puppy's solution](#)

**1511.**

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Fido\\_Puppy's solution](#)

**1512.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Fido\\_Puppy's solution](#)

**1513.**

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2023-10-18 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Fido\\_Puppy's solution](#)

**1514.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Fido\\_Puppy's solution](#)

**1515.**

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Fido\\_Puppy's solution](#)

**1516.**

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[Fido\\_Puppy's solution](#)

**1517.**

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[Fido\\_Puppy's solution](#)

**1518.**

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1519.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[Fido\\_Puppy's solution](#)

**1520.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Fido\\_Puppy's solution](#)

**1521.**

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[Fido\\_Puppy's solution](#)

**1522.**

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Fido\\_Puppy's solution](#)

**1523.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[Fido\\_Puppy's solution](#)

**1524.**

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Fido\\_Puppy's solution](#)

**1525.**

594E

[Cutting the Line](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3100 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Fido\\_Puppy's solution](#)

**1526.**

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Fido\\_Puppy's solution](#)

**1527.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**1528.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Fido\\_Puppy's solution](#)

**1529.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Fido\\_Puppy's solution](#)

**1530.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[Fido\\_Puppy's solution](#)

**1531.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1532.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1533.**

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, matrices

[Fido\\_Puppy's solution](#)

**1534.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Fido\\_Puppy's solution](#)

**1535.**

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Fido\\_Puppy's solution](#)

**1536.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Fido\\_Puppy's solution](#)

**1537.**

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[Fido\\_Puppy's solution](#)

**1538.**

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Fido\\_Puppy's solution](#)

**1539.**

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Fido\\_Puppy's solution](#)

**1540.**

1510H

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

Quality: 138 global accepts · Rating: 3200 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**1541.**

923F

[Public Service](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 3200 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, trees

[Fido\\_Puppy's solution](#)

**1542.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Fido\\_Puppy's solution](#)

**1543.**

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Fido\\_Puppy's solution](#)

**1544.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, interactive

[Fido\\_Puppy's solution](#)

**1545.**

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Fido\\_Puppy's solution](#)

**1546.**

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Fido\\_Puppy's solution](#)

**1547.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-10-21 · last AC: 2024-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Fido\\_Puppy's solution](#)

**1548.**

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[Fido\\_Puppy's solution](#)

**1549.**

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: strings, two pointers

[Fido\\_Puppy's solution](#)

**1550.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Fido\\_Puppy's solution](#)

**1551.**

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, trees

[Fido\\_Puppy's solution](#)

**1552.**

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[Fido\\_Puppy's solution](#)

### 1553.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, strings

[Fido\\_Puppy's solution](#)

### 1554.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Fido\\_Puppy's solution](#)

### 1555.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2024-03-26 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Fido\\_Puppy's solution](#)

### 1556.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[Fido\\_Puppy's solution](#)

### 1557.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Fido\\_Puppy's solution](#)

### 1558.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Fido\\_Puppy's solution](#)

### 1559.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2024-03-28 · last AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Fido\\_Puppy's solution](#)

### 1560.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry

[Fido\\_Puppy's solution](#)

### 1561.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[Fido\\_Puppy's solution](#)

**1562.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Fido\\_Puppy's solution](#)

**1563.**

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2024-03-25 · last AC: 2024-03-25 · Python 3 (first AC) · Tags: interactive, math, number theory

[Fido\\_Puppy's solution](#)

**1564.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1565.**

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[Fido\\_Puppy's solution](#)

**1566.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Fido\\_Puppy's solution](#)

**1567.**

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive

[Fido\\_Puppy's solution](#)

**1568.**

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[Fido\\_Puppy's solution](#)

**1569.**

1584G

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

Quality: 246 global accepts · Rating: 3200 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Fido\\_Puppy's solution](#)

**1570.**

1599E

[Two Arrays](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, matrices

[Fido\\_Puppy's solution](#)

**1571.**

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data

structures, greedy, two pointers

[Fido\\_Puppy's solution](#)

**1572.**

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Fido\\_Puppy's solution](#)

**1573.**

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Fido\\_Puppy's solution](#)

**1574.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[Fido\\_Puppy's solution](#)

**1575.**

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Fido\\_Puppy's solution](#)

**1576.**

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, flows, greedy

[Fido\\_Puppy's solution](#)

**1577.**

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-09-15 · last AC: 2024-03-14 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[Fido\\_Puppy's solution](#)

**1578.**

1781H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1579.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[Fido\\_Puppy's solution](#)

**1580.**

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Fido\\_Puppy's solution](#)

**1581.**

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, interactive

[Fido\\_Puppy's solution](#)

**1582.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs

[Fido\\_Puppy's solution](#)

**1583.**

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: games

[Fido\\_Puppy's solution](#)

**1584.**

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Fido\\_Puppy's solution](#)

**1585.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[Fido\\_Puppy's solution](#)

**1586.**

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Fido\\_Puppy's solution](#)

**1587.**

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[Fido\\_Puppy's solution](#)

**1588.**

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[Fido\\_Puppy's solution](#)

**1589.**

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Fido\\_Puppy's solution](#)

**1590.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[Fido\\_Puppy's solution](#)

**1591.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data

structures, dfs and similar, greedy

[Fido\\_Puppy's solution](#)

**1592.**

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

[Fido\\_Puppy's solution](#)

**1593.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[Fido\\_Puppy's solution](#)

**1594.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Fido\\_Puppy's solution](#)

**1595.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[Fido\\_Puppy's solution](#)

**1596.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1597.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Fido\\_Puppy's solution](#)

**1598.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fido\\_Puppy's solution](#)

**1599.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive

[Fido\\_Puppy's solution](#)

**1600.**

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Fido\\_Puppy's solution](#)

**1601.**

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-10-05 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

dp, math

[Fido\\_Puppy's solution](#)

**1602.**

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Fido\\_Puppy's solution](#)

**1603.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**1604.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Fido\\_Puppy's solution](#)

**1605.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Fido\\_Puppy's solution](#)

**1606.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**1607.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Fido\\_Puppy's solution](#)

**1608.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Fido\\_Puppy's solution](#)

**1609.**

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: matrices

[Fido\\_Puppy's solution](#)

**1610.**

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Fido\\_Puppy's solution](#)

**1611.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[Fido\\_Puppy's solution](#)

**1612.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Fido\\_Puppy's solution](#)

**1613.**

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: games

[Fido\\_Puppy's solution](#)

**1614.**

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[Fido\\_Puppy's solution](#)

**1615.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[Fido\\_Puppy's solution](#)

**1616.**

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**1617.**

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Fido\\_Puppy's solution](#)

**1618.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Fido\\_Puppy's solution](#)

**1619.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Fido\\_Puppy's solution](#)

**1620.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[Fido\\_Puppy's solution](#)

**1621.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[Fido\\_Puppy's solution](#)

### 1622.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3300 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

[Fido\\_Puppy's solution](#)

### 1623.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Fido\\_Puppy's solution](#)

### 1624.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-06-04 · last AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Fido\\_Puppy's solution](#)

### 1625.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2024-01-10 · last AC: 2025-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, probabilities

[Fido\\_Puppy's solution](#)

### 1626.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[Fido\\_Puppy's solution](#)

### 1627.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, sortings

[Fido\\_Puppy's solution](#)

### 1628.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

### 1629.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[Fido\\_Puppy's solution](#)

### 1630.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fido\\_Puppy's solution](#)

### 1631.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs

[Fido\\_Puppy's solution](#)

### 1632.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Fido\\_Puppy's solution](#)

### 1633.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Fido\\_Puppy's solution](#)

### 1634.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[Fido\\_Puppy's solution](#)

### 1635.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry

[Fido\\_Puppy's solution](#)

### 1636.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Fido\\_Puppy's solution](#)

### 1637.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Fido\\_Puppy's solution](#)

### 1638.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Fido\\_Puppy's solution](#)

### 1639.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, string suffix structures

[Fido\\_Puppy's solution](#)

### 1640.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-07-11 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

### 1641.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1642.**

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Fido\\_Puppy's solution](#)

**1643.**

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, math

[Fido\\_Puppy's solution](#)

**1644.**

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[Fido\\_Puppy's solution](#)

**1645.**

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1646.**

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fido\\_Puppy's solution](#)

**1647.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Fido\\_Puppy's solution](#)

**1648.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1649.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[Fido\\_Puppy's solution](#)

**1650.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Fido\\_Puppy's solution](#)

**1651.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

graph matchings, greedy, math, trees

[Fido\\_Puppy's solution](#)

**1652.**

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1653.**

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Fido\\_Puppy's solution](#)

**1654.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1655.**

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Fido\\_Puppy's solution](#)

**1656.**

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1657.**

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Fido\\_Puppy's solution](#)

**1658.**

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Fido\\_Puppy's solution](#)

**1659.**

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[Fido\\_Puppy's solution](#)

**1660.**

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[Fido\\_Puppy's solution](#)

**1661.**

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Fido\\_Puppy's solution](#)

### 1662.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows, greedy

[Fido\\_Puppy's solution](#)

### 1663.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Fido\\_Puppy's solution](#)

### 1664.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[Fido\\_Puppy's solution](#)

### 1665.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

[Fido\\_Puppy's solution](#)

### 1666.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[Fido\\_Puppy's solution](#)

### 1667.

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory

[Fido\\_Puppy's solution](#)

### 1668.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[Fido\\_Puppy's solution](#)

### 1669.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Fido\\_Puppy's solution](#)

### 1670.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1671.**

936E

[Iqea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[Fido\\_Puppy's solution](#)

**1672.**

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[Fido\\_Puppy's solution](#)

**1673.**

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1674.**

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[Fido\\_Puppy's solution](#)

**1675.**

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, graphs, trees

[Fido\\_Puppy's solution](#)

**1676.**

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1677.**

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Fido\\_Puppy's solution](#)

**1678.**

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Fido\\_Puppy's solution](#)

**1679.**

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Fido\\_Puppy's solution](#)

**1680.**

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, two pointers

[Fido\\_Puppy's solution](#)

**1681.**

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math

[Fido\\_Puppy's solution](#)

**1682.**

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fido\\_Puppy's solution](#)

**1683.**

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Fido\\_Puppy's solution](#)

**1684.**

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Fido\\_Puppy's solution](#)

**1685.**

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Fido\\_Puppy's solution](#)

**1686.**

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[Fido\\_Puppy's solution](#)

**1687.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Fido\\_Puppy's solution](#)

**1688.**

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math

[Fido\\_Puppy's solution](#)

**1689.**

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[Fido\\_Puppy's solution](#)

**1690.**

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**1691.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Fido\\_Puppy's solution](#)

**1692.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Fido\\_Puppy's solution](#)

**1693.**

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory

[Fido\\_Puppy's solution](#)

**1694.**

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Fido\\_Puppy's solution](#)

**1695.**

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[Fido\\_Puppy's solution](#)

**1696.**

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[Fido\\_Puppy's solution](#)

**1697.**

2183I1

[Pairs Flipping \(Easy Version\)](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Fido\\_Puppy's solution](#)

**1698.**

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[Fido\\_Puppy's solution](#)

**1699.**

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**1700.**

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows

[Fido\\_Puppy's solution](#)

**1701.**

1909H

[Parallel Swaps Sort](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[Fido\\_Puppy's solution](#)

**1702.**

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2025-06-18 · last AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Fido\\_Puppy's solution](#)

**1703.**

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Fido\\_Puppy's solution](#)

**1704.**

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2024-12-08 · last AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Fido\\_Puppy's solution](#)

**1705.**

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Fido\\_Puppy's solution](#)

**1706.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Fido\\_Puppy's solution](#)

**1707.**

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Fido\\_Puppy's solution](#)

**1708.**

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, interactive

[Fido\\_Puppy's solution](#)

**1709.**

1842I

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

Quality: 170 global accepts · Rating: 3500 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, greedy

[Fido\\_Puppy's solution](#)

**1710.**

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[Fido\\_Puppy's solution](#)

**1711.**

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1712.**

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Fido\\_Puppy's solution](#)

**1713.**

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Fido\\_Puppy's solution](#)

**1714.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Fido\\_Puppy's solution](#)

**1715.**

1677F

[Tokitsukaze and Gems](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Fido\\_Puppy's solution](#)

**1716.**

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Fido\\_Puppy's solution](#)

**1717.**

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[Fido\\_Puppy's solution](#)

**1718.**

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[Fido\\_Puppy's solution](#)

**1719.**

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**1720.**

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Fido\\_Puppy's solution](#)

**1721.**

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Fido\\_Puppy's solution](#)

**1722.**

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[Fido\\_Puppy's solution](#)

**1723.**

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Fido\\_Puppy's solution](#)

**1724.**

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: games

[Fido\\_Puppy's solution](#)

**1725.**

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, probabilities

[Fido\\_Puppy's solution](#)

**1726.**

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-10-02 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fido\\_Puppy's solution](#)

**1727.**

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[Fido\\_Puppy's solution](#)

**1728.**

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[Fido\\_Puppy's solution](#)

**1729.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Fido\\_Puppy's solution](#)

**1730.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Fido\\_Puppy's solution](#)

**1731.**

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: games, interactive

[Fido\\_Puppy's solution](#)

**1732.**

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, trees

[Fido\\_Puppy's solution](#)

**1733.**

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[Fido\\_Puppy's solution](#)

**1734.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Fido\\_Puppy's solution](#)

**1735.**

2222D

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

Quality: 3,183 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Fido\\_Puppy's solution](#)

**1736.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,770 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Fido\\_Puppy's solution](#)

**1737.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Fido\\_Puppy's solution](#)

**1738.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Fido\\_Puppy's solution](#)

**1739.**

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1740.**

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1741.**

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1742.**

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1743.**

104633E

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

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

[Fido\\_Puppy's solution](#)

**1744.**

106033G

[Grid Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1745.**

106033K

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

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1746.**

106033I

[Imprisoned XII](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1747.**

106033B

[BaCoder Testing Procedure](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1748.**

106033J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1749.**

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1750.**

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1751.**

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1752.**

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1753.**

103931E

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

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1754.**

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1755.**

103931H

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

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1756.**

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1757.**

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1758.**

104053F

[Equations](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1759.**

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1760.**

104053J

[Math Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1761.**

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1762.**

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1763.**

104053A

[Alice and Her Lost Cat](#) · Tutorial

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1764.**

104053C

[Customs Controls 2](#) · Tutorial

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1765.**

104053I

[Infection](#) · Tutorial

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1766.**

104053M

[XOR Sum](#) · Tutorial

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1767.**

104053E

[Elevator](#) · Tutorial

Rating: — · first AC: 2022-11-30 · last AC: 2025-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1768.**

104053H

[GameX](#) · Tutorial

Rating: — · first AC: 2022-12-01 · last AC: 2025-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1769.**

104053L

[Station of Fate](#) · Tutorial

Rating: — · first AC: 2022-12-01 · last AC: 2025-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1770.**

104337I

[Step](#) · Tutorial

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1771.**

104337K

[Dice Game](#) · Tutorial

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1772.**

104337E

[Inverse Counting Path](#) · Tutorial

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1773.**

104337J

[Expansion](#) · Tutorial

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1774.**

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1775.**

104337A

[Prime Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1776.**

104337H

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

Rating: — · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1777.**

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1778.**

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1779.**

104337M

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

Rating: — · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1780.**

105937G

[Primal Core Optimization: Attribute Balance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1781.**

105937H

[9-Nine](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1782.**

105937I

[Ori](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1783.**

105937L

[Gros-Phi](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1784.**

105937E

[Pythagorean Cup](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1785.**

105937D

[Symmetrical Isolation: The Battle of Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1786.**

105937M

[History of Terra](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1787.**

105937F

[Beat Verdict: Precision Strike](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1788.**

105937N

[Kessoku Band](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1789.**

105937O

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

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1790.**

105937C

[Quantum Mechanics](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1791.**

105937B

[Nobody Can Log In](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1792.**

105937K

[Seele Vollerei](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · last AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1793.**

105937A

[Card Master](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1794.**

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1795.**

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1796.**

103860C

[Selection Sort Count](#) · Tutorial

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1797.**

103860J

[jfw.harie.edu](#) · Tutorial

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1798.**

103860G

[Integer Game](#) · Tutorial

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1799.**

103860L

[Paid Leave](#) · Tutorial

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1800.**

103860F

[Modulo](#) · Tutorial

Rating: — · first AC: 2025-07-24 · last AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1801.**

103860A

[Mash](#) · Tutorial

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1802.**

105986G

[y^TWra\\$](#)

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1803.**

105986M

[Maximize the total of maximum](#) · Tutorial

Rating: — · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1804.**

105986D

[KkoriaA•óY'Q'~i !b](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1805.**

105986B

[g wicVp](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1806.**

105986I

[V T vNKs](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1807.**

105986C

[Fido Puppy's solution](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1808.**

105986H

[Fido Puppy's solution](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1809.**

105986A

[Fido Puppy's solution](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1810.**

105986J

[Fido Puppy's solution](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1811.**

105986K

[Capoo's stack · Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1812.**

105986L

[Fido Puppy's solution](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1813.**

105992D

[Fido Puppy's solution](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1814.**

105992M

[Fido Puppy's solution](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1815.**

105992B

[Fido Puppy's solution](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1816.**

105992J

[Fido Puppy's solution](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1817.**

105992A

[Fido Puppy's solution](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1818.**

105992F

[No explanation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1819.**

105992H

[V b 112.5](#)[Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1820.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[Fido\\_Puppy's solution](#)

**1821.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, games, interactive

[Fido\\_Puppy's solution](#)

**1822.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-03 · Python 3 (first AC) · Tags: \*special, string suffix structures

[Fido\\_Puppy's solution](#)

**1823.**

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1824.**

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1825.**

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1826.**

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1827.**

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1828.**

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1829.**

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1830.**

103957L

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

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

[Fido\\_Puppy's solution](#)

**1831.**

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1832.**

103957D

[Change](#) · [Tutorial](#)

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

[Fido\\_Puppy's solution](#)

**1833.**

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1834.**

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1835.**

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1836.**

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1837.**

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1838.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1839.**

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1840.**

105465B

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

Rating: — · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1841.**

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1842.**

105631B

[Bruhcaea Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1843.**

105631C

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

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1844.**

105631G

[General Checksum Calculation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1845.**

105631J

[Jazz Music from the Er-th](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1846.**

105631F

[Finding Maxi-strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1847.**

105631D

[Depths of Cities](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1848.**

105631E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1849.**

105631A

[Anniversary Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1850.**

105631L

[LCM and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1851.**

105631K

[King of Card Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1852.**

105384J

[Jesse's Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1853.**

105384I

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

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1854.**

105384G

[Goodman](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1855.**

105384D

[Daily Disinfection](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1856.**

105384C

[Chemistry Class](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1857.**

105384A

[Aibohphobia](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1858.**

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1859.**

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1860.**

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1861.**

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1862.**

105588D

[Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1863.**

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1864.**

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1865.**

105588M

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

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1866.**

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1867.**

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1868.**

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1869.**

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1870.**

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1871.**

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1872.**

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1873.**

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1874.**

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1875.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1876.**

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1877.**

105578G

[Guess the Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · Python 3 (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1878.**

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1879.**

105578H

[Guide Map](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1880.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1881.**

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1882.**

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1883.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1884.**

105459I

[A Brand New Geometric Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1885.**

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1886.**

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1887.**

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1888.**

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1889.**

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1890.**

105459D

[A Simple String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1891.**

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1892.**

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1893.**

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1894.**

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1895.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1896.**

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1897.**

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1898.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1899.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1900.**

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1901.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1902.**

104768G

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

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1903.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1904.**

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1905.**

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1906.**

104787B

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

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1907.**

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1908.**

104787D

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

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1909.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1910.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1911.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1912.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1913.**

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1914.**

104334C

[LaLa and Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1915.**

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1916.**

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1917.**

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1918.**

104857C

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

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1919.**

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1920.**

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1921.**

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1922.**

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1923.**

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1924.**

104869B

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

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1925.**

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1926.**

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1927.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1928.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1929.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1930.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1931.**

104270A

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

Rating: — · first AC: 2024-11-22 · Python 3 (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1932.**

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1933.**

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1934.**

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1935.**

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1936.**

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1937.**

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1938.**

104270D

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

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1939.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1940.**

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1941.**

104270M

[Function and Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1942.**

104160G

[Meet in the Middle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1943.**

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1944.**

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1945.**

104160A

[Absolute Difference](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1946.**

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1947.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1948.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1949.**

104160B

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

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1950.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1951.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1952.**

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1953.**

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1954.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1955.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1956.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1957.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1958.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1959.**

104813C

[Karshilov's Matching Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1960.**

104813F

[Palindrome Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1961.**

104813H

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

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1962.**

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1963.**

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1964.**

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1965.**

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1966.**

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1967.**

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1968.**

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1969.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1970.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1971.**

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1972.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1973.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1974.**

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1975.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1976.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1977.**

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1978.**

104566D

[Pixel Art](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1979.**

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1980.**

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1981.**

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1982.**

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1983.**

104566B

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1984.**

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1985.**

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1986.**

105216A

[Another Problem About Maximum in Range](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1987.**

105388L

[All-You-Can-Eat](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1988.**

105388H

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1989.**

105388J

[Non-Interactive Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1990.**

105388A

[Coprime Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1991.**

105388K

[String and Nails](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1992.**

105388C

[-is-this-bitset-](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1993.**

101669H

[Cat and Mouse](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1994.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1995.**

105267F

[Tyranny, i\\_.,](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1996.**

105267G

[Candidate Master of Both \(VI\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1997.**

105267B

[Stop! High School Maths Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1998.**

105267A

[2026-ZRtWIn uLgo](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

**1999.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, dfs and similar, math

[Fido\\_Puppy's solution](#)

**2000.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force

[Fido\\_Puppy's solution](#)

**2001.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[Fido\\_Puppy's solution](#)

**2002.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[Fido\\_Puppy's solution](#)

**2003.**

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Fido\\_Puppy's solution](#)

**2004.**

102759B

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

## 2005.

104611K

[kōnra](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

## 2006.

104724C

[struct](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

## 2007.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

## 2008.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings

[Fido\\_Puppy's solution](#)

## 2009.

104071C

[Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

## 2010.

103886Q

[Cereal Trees II](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)

## 2011.

103660A

[Who is The 19th ZUCCPC Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Fido\\_Puppy's solution](#)