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# Unique solved — FloatingOcean

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

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1.

2133B

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2.

2133A

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3.

2130A

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4.

894A

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5.

2111A

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6.

2109A

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7.

2103A

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8.

2096A

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9.

2094A

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**10.**

2094B

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**11.**

2093A

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2084A

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**13.**

2086A

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**14.**

2092A

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**15.**

2091A

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2091B

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**18.**

2075A

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2082A

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2074B

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**21.**

2074A

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**22.**

2078A

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**23.**

2070A

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**24.**

2071A

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**25.**

2072A

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**26.**

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**27.**

2069A

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**29.**

2067A

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**30.**

2065A

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**31.**

2065B

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2059A

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2061A

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2062A

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**35.**

2063A

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**36.**

2060A

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**37.**

2056A

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**38.**

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**39.**

2055A

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**40.**

2057A

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41.

2043A

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42.

2051B

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43.

2051A

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44.

2044A

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45.

2044B

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46.

2044C

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47.

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48.

2036A

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49.

2036B

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50.

2032A

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51.

2033A

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**52.**

1492A

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**53.**

1493A

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**54.**

2024A

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**55.**

1501A

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**56.**

1497A

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**57.**

1499A

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**58.**

1484A

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**59.**

2022A

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**61.**

1498A

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**62.**

1504A

[Déjà Vu](#) · [Tutorial](#)

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**63.**

1512B

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**64.**

1512A

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**65.**

1513A

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**66.**

1511A

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**67.**

2019A

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**68.**

1509A

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**69.**

1514A

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**70.**

1516A

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**71.**

1517A

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**72.**

1519B

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**73.**

1519A

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**74.**

1520B

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**75.**

1520A

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**76.**

1525A

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**77.**

1527A

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**78.**

1529A

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**79.**

1526A

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**80.**

1523A

[Game of Life](#) · [Tutorial](#)

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**81.**

1535A

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**82.**

1536A

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- 83.**  
2009B  
[osu!mania](#) · [Tutorial](#)  
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- 84.**  
2009A  
[Minimize!](#) · [Tutorial](#)  
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- 85.**  
1538B  
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- 86.**  
1538A  
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- 87.**  
1534A  
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2008B  
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2008A  
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- 91.**  
2007A  
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- 92.**  
1537A  
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- 93.**  
2010B  
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math

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**94.**

2010A

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Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

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**95.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

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**96.**

1895A

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**97.**

1539B

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Quality: 26,751 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

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**98.**

1541A

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Quality: 30,717 global accepts · Rating: 800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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**99.**

1542A

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Quality: 51,639 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: math

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**100.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**101.**

1999A

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Quality: 83,960 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**102.**

1996B

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Quality: 36,914 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**103.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,387 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

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**104.**

1987A

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**105.**

1989A

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Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**106.**

1982A

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**107.**

1986A

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**108.**

1978B

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Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

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**109.**

1978A

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Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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**110.**

1992B

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**111.**

1992A

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[FloatingOcean's solution](#)

**112.**

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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**113.**

1985A

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**114.**

1979A

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**115.**

1984A

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**116.**

1980B

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**117.**

1980A

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**118.**

1977A

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Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: math

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**119.**

1547B

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**120.**

1547A

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Quality: 32,289 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**121.**

1546A

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Quality: 18,588 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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**122.**

1974B

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**123.**

1974A

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**124.**

1550A

[Find The Array](#) · [Tutorial](#)

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**125.**

1530B

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**126.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**127.**

1971B

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**128.**

1971A

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**129.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,327 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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**130.**

1551A

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**131.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[FloatingOcean's solution](#)

**132.**

1554A

[Cherry](#) · [Tutorial](#)

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[FloatingOcean's solution](#)

**133.**

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[FloatingOcean's solution](#)

**134.**

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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**135.**

1557A

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Quality: 29,147 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[FloatingOcean's solution](#)

**136.**

1968B

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**137.**

1968A

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**138.**

1560C

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Quality: 27,998 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**139.**

1560B

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Quality: 38,803 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math

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**140.**

1560A

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**141.**

1966A

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Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

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**142.**

1561A

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[FloatingOcean's solution](#)

**143.**

1562A

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**144.**

1556A

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**145.**

1567A

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Quality: 31,718 global accepts · Rating: 800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[FloatingOcean's solution](#)

**146.**

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**147.**

1574A

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**148.**

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,000 global accepts · Rating: 800 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

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**149.**

1581A

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Quality: 14,277 global accepts · Rating: 800 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[FloatingOcean's solution](#)

**150.**

1592A

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Quality: 23,791 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

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**151.**

1594A

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Quality: 27,121 global accepts · Rating: 800 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: math

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**152.**

1598A

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**153.**

1593A

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Quality: 41,548 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math

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**154.**

1586A

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Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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**155.**

1582A

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**156.**

1602A

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**157.**

1604A

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**158.**

1607A

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**159.**

1605A

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**160.**

1589A

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**161.**

1612A

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**162.**

1611B

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Quality: 31,919 global accepts · Rating: 800 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, math

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**163.**

1611A

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**164.**

1614A

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

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**165.**

1950C

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**166.**

1950B

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**167.**

1950A

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Quality: 69,458 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**168.**

1608A

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Quality: 20,264 global accepts · Rating: 800 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
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**169.**

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**170.**

1618B

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**171.**

1618A

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Quality: 34,382 global accepts · Rating: 800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[FloatingOcean's solution](#)

**172.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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**173.**

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, implementation

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**174.**

1619B

[Squares and Cubes](#) · [Tutorial](#)

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**175.**

1619A

[Square String?](#) · [Tutorial](#)

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**176.**

1622A

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**177.**

1623A

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**178.**

1616A

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

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**179.**

1621A

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**180.**

1624A

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**181.**

1945A

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Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**182.**

1625A

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Quality: 18,286 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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**183.**

1627A

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**184.**

1626A

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**185.**

1629B

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**186.**

1629A

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**187.**

1948A

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Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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**188.**

1631A

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**189.**

1632A

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Quality: 31,070 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**190.**

1633B

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Quality: 29,403 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**191.**

1633A

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Quality: 36,023 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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**192.**

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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**193.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**194.**

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**195.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[FloatingOcean's solution](#)

**196.**

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[FloatingOcean's solution](#)

**197.**

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**198.**

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[FloatingOcean's solution](#)

**199.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[FloatingOcean's solution](#)

**200.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[FloatingOcean's solution](#)

**201.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[FloatingOcean's solution](#)

**202.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**203.**

1650A

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

Quality: 37,309 global accepts · Rating: 800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[FloatingOcean's solution](#)

**204.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**205.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,663 global accepts · Rating: 800 · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**206.**

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FloatingOcean's solution](#)

**207.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: strings

[FloatingOcean's solution](#)

**208.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[FloatingOcean's solution](#)

**209.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**210.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[FloatingOcean's solution](#)

**211.**

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[FloatingOcean's solution](#)

**212.**

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[FloatingOcean's solution](#)

**213.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[FloatingOcean's solution](#)

**214.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**215.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**216.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**217.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[FloatingOcean's solution](#)

**218.**

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[FloatingOcean's solution](#)

**219.**

1669C

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

Quality: 41,483 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[FloatingOcean's solution](#)

**220.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,553 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[FloatingOcean's solution](#)

**221.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,565 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**222.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**223.**

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[FloatingOcean's solution](#)

**224.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[FloatingOcean's solution](#)

**225.**

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**226.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**227.**

1933B

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

Quality: 36,275 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[FloatingOcean's solution](#)

**228.**

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[FloatingOcean's solution](#)

**229.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[FloatingOcean's solution](#)

**230.**

1678B1

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

Quality: 16,612 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**231.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**232.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[FloatingOcean's solution](#)

**233.**

1926A

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

Quality: 62,210 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**234.**

1678A

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

Quality: 19,174 global accepts · Rating: 800 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**235.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**236.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[FloatingOcean's solution](#)

**237.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**238.**

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[FloatingOcean's solution](#)

**239.**

1676C

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Quality: 34,641 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[FloatingOcean's solution](#)

**240.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,652 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[FloatingOcean's solution](#)

**241.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,439 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**242.**

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[FloatingOcean's solution](#)

**243.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**244.**

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math,

strings

[FloatingOcean's solution](#)

**245.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[FloatingOcean's solution](#)

**246.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[FloatingOcean's solution](#)

**247.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[FloatingOcean's solution](#)

**248.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[FloatingOcean's solution](#)

**249.**

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[FloatingOcean's solution](#)

**250.**

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**251.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[FloatingOcean's solution](#)

**252.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[FloatingOcean's solution](#)

**253.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**254.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**255.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[FloatingOcean's solution](#)

**256.**

1915C

[Can I Square? · Tutorial](#)

Quality: 54,191 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[FloatingOcean's solution](#)

**257.**

1915B

[Not Quite Latin Square · Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[FloatingOcean's solution](#)

**258.**

1915A

[Odd One Out · Tutorial](#)

Quality: 79,814 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

[FloatingOcean's solution](#)

**259.**

1917A

[Least Product · Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**260.**

1909A

[Distinct Buttons · Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[FloatingOcean's solution](#)

**261.**

1688B

[Patchouli's Magical Talisman · Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[FloatingOcean's solution](#)

**262.**

1688A

[Cirno's Perfect Bitmasks Classroom · Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[FloatingOcean's solution](#)

**263.**

1690C

[Restoring the Duration of Tasks · Tutorial](#)

Quality: 28,098 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[FloatingOcean's solution](#)

**264.**

1690B

[Array Decrements · Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**265.**

1690A

[Print a Pedestal \(Codeforces logo?\) · Tutorial](#)

Quality: 35,635 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**266.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[FloatingOcean's solution](#)

**267.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**268.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**269.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,919 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**270.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**271.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,766 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**272.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**273.**

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: games

[FloatingOcean's solution](#)

**274.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**275.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FloatingOcean's solution](#)

**276.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[FloatingOcean's solution](#)

**277.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,695 global accepts · Rating: 800 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[FloatingOcean's solution](#)

**278.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**279.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

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

[FloatingOcean's solution](#)

**280.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,149 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[FloatingOcean's solution](#)

**281.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[FloatingOcean's solution](#)

**282.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**283.**

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**284.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[FloatingOcean's solution](#)

**285.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,190 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[FloatingOcean's solution](#)

**286.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,264 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[FloatingOcean's solution](#)

**287.**

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[FloatingOcean's solution](#)

**288.**

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**289.**

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**290.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[FloatingOcean's solution](#)

**291.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**292.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**293.**

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**294.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[FloatingOcean's solution](#)

**295.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[FloatingOcean's solution](#)

**296.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**297.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[FloatingOcean's solution](#)

**298.**

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**299.**

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[FloatingOcean's solution](#)

**300.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[FloatingOcean's solution](#)

**301.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**302.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[FloatingOcean's solution](#)

**303.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[FloatingOcean's solution](#)

**304.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,357 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[FloatingOcean's solution](#)

**305.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-02 · last AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[FloatingOcean's solution](#)

**306.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**307.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**308.**

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**309.**

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**310.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,782 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[FloatingOcean's solution](#)

**311.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**312.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**313.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**314.**

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation

[FloatingOcean's solution](#)

**315.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[FloatingOcean's solution](#)

**316.**

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**317.**

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**318.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[FloatingOcean's solution](#)

**319.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[FloatingOcean's solution](#)

**320.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**321.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**322.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[FloatingOcean's solution](#)

**323.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,466 global accepts · Rating: 800 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**324.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,646 global accepts · Rating: 800 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**325.**

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[FloatingOcean's solution](#)

**326.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**327.**

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[FloatingOcean's solution](#)

**328.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[FloatingOcean's solution](#)

**329.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[FloatingOcean's solution](#)

**330.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**331.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**332.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[FloatingOcean's solution](#)

**333.**

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**334.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[FloatingOcean's solution](#)

**335.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[FloatingOcean's solution](#)

**336.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[FloatingOcean's solution](#)

**337.**

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[FloatingOcean's solution](#)

**338.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[FloatingOcean's solution](#)

**339.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[FloatingOcean's solution](#)

**340.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[FloatingOcean's solution](#)

**341.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**342.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[FloatingOcean's solution](#)

**343.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[FloatingOcean's solution](#)

**344.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[FloatingOcean's solution](#)

**345.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,474 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[FloatingOcean's solution](#)

**346.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**347.**

1805B

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

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[FloatingOcean's solution](#)

**348.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,955 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[FloatingOcean's solution](#)

**349.**

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[FloatingOcean's solution](#)

**350.**

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[FloatingOcean's solution](#)

**351.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[FloatingOcean's solution](#)

**352.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[FloatingOcean's solution](#)

**353.**

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,804 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[FloatingOcean's solution](#)

**354.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[FloatingOcean's solution](#)

**355.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,335 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[FloatingOcean's solution](#)

**356.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[FloatingOcean's solution](#)

**357.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,740 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[FloatingOcean's solution](#)

**358.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,484 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
[FloatingOcean's solution](#)

**359.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[FloatingOcean's solution](#)

**360.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[FloatingOcean's solution](#)

**361.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[FloatingOcean's solution](#)

**362.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,331 global accepts · Rating: 800 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[FloatingOcean's solution](#)

**363.**

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[FloatingOcean's solution](#)

**364.**

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**365.**

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[FloatingOcean's solution](#)

**366.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**367.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[FloatingOcean's solution](#)

**368.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[FloatingOcean's solution](#)

**369.**

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[FloatingOcean's solution](#)

**370.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**371.**

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[FloatingOcean's solution](#)

**372.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**373.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**374.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[FloatingOcean's solution](#)

**375.**

1789A

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

Quality: 33,011 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[FloatingOcean's solution](#)

**376.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2023-02-22 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**377.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[FloatingOcean's solution](#)

**378.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[FloatingOcean's solution](#)

**379.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[FloatingOcean's solution](#)

**380.**

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[FloatingOcean's solution](#)

**381.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,639 global accepts · Rating: 800 · first AC: 2023-02-20 · Java 17 (first AC) · Tags: brute force, constructive algorithms

[FloatingOcean's solution](#)

**382.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**383.**

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[FloatingOcean's solution](#)

**384.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[FloatingOcean's solution](#)

**385.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: math  
[FloatingOcean's solution](#)

**386.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[FloatingOcean's solution](#)

**387.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
[FloatingOcean's solution](#)

**388.**

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[FloatingOcean's solution](#)

**389.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[FloatingOcean's solution](#)

**390.**

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-02-15 · Java 17 (first AC) · Tags: constructive algorithms, strings  
[FloatingOcean's solution](#)

**391.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2023-02-13 · Java 17 (first AC) · Tags: constructive algorithms, math  
[FloatingOcean's solution](#)

**392.**

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[FloatingOcean's solution](#)

**393.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,059 global accepts · Rating: 800 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[FloatingOcean's solution](#)

**394.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,037 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[FloatingOcean's solution](#)

**395.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[FloatingOcean's solution](#)

**396.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[FloatingOcean's solution](#)

**397.**

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[FloatingOcean's solution](#)

**398.**

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-05 · Java 17 (first AC) · Tags: implementation  
[FloatingOcean's solution](#)

**399.**

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-05 · Java 17 (first AC) · Tags: implementation  
[FloatingOcean's solution](#)

**400.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,210 global accepts · Rating: 800 · first AC: 2023-02-03 · Java 17 (first AC) · Tags: implementation, two pointers  
[FloatingOcean's solution](#)

**401.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-02-03 · Java 17 (first AC) · Tags: geometry, implementation  
[FloatingOcean's solution](#)

**402.**

1791A

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

Quality: 80,639 global accepts · Rating: 800 · first AC: 2023-02-03 · Java 17 (first AC) · Tags: implementation, strings  
[FloatingOcean's solution](#)

**403.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · Java 17 (first AC) · Tags: greedy, implementation  
[FloatingOcean's solution](#)

**404.**

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · Java 17 (first AC) · Tags: constructive algorithms, math  
[FloatingOcean's solution](#)

**405.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[FloatingOcean's solution](#)

**406.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-28 · Java 17 (first AC) · Tags: implementation, math, strings

[FloatingOcean's solution](#)

**407.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,034 global accepts · Rating: 800 · first AC: 2023-01-27 · Java 17 (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**408.**

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**409.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · Java 17 (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**410.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · Java 17 (first AC) · Tags: geometry, greedy, math

[FloatingOcean's solution](#)

**411.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2023-01-15 · Java 17 (first AC) · Tags: brute force, implementation

[FloatingOcean's solution](#)

**412.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2023-01-15 · Java 17 (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**413.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · Java 17 (first AC) · Tags: brute force, constructive algorithms, implementation

[FloatingOcean's solution](#)

**414.**

1783A

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

Quality: 48,758 global accepts · Rating: 800 · first AC: 2023-01-08 · Java 17 (first AC) · Tags: constructive algorithms, math, sortings

[FloatingOcean's solution](#)

**415.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · Java 17 (first AC) · Tags: greedy, math, number theory

[FloatingOcean's solution](#)

**416.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · Java 17 (first AC) · Tags: constructive algorithms, greedy, strings

[FloatingOcean's solution](#)

**417.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-30 · Java 17 (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**418.**

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-20 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**419.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**420.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,493 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FloatingOcean's solution](#)

**421.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**422.**

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[FloatingOcean's solution](#)

**423.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[FloatingOcean's solution](#)

**424.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**425.**

2060C

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

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[FloatingOcean's solution](#)

**426.**

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[FloatingOcean's solution](#)

**427.**

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[FloatingOcean's solution](#)

**428.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**429.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, implementation

[FloatingOcean's solution](#)

**430.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[FloatingOcean's solution](#)

**431.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, sortings

[FloatingOcean's solution](#)

**432.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, implementation, interactive

[FloatingOcean's solution](#)

**433.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**434.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[FloatingOcean's solution](#)

**435.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[FloatingOcean's solution](#)

**436.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,322 global accepts · Rating: 900 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**437.**

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[FloatingOcean's solution](#)

**438.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[FloatingOcean's solution](#)

**439.**

1543B

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

Quality: 24,480 global accepts · Rating: 900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
[FloatingOcean's solution](#)

**440.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[FloatingOcean's solution](#)

**441.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math  
[FloatingOcean's solution](#)

**442.**

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[FloatingOcean's solution](#)

**443.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[FloatingOcean's solution](#)

**444.**

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[FloatingOcean's solution](#)

**445.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[FloatingOcean's solution](#)

**446.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math  
[FloatingOcean's solution](#)

**447.**

1582B

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

Quality: 33,373 global accepts · Rating: 900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[FloatingOcean's solution](#)

**448.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: strings

[FloatingOcean's solution](#)

**449.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[FloatingOcean's solution](#)

**450.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[FloatingOcean's solution](#)

**451.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**452.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[FloatingOcean's solution](#)

**453.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FloatingOcean's solution](#)

**454.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**455.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[FloatingOcean's solution](#)

**456.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,961 global accepts · Rating: 900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[FloatingOcean's solution](#)

**457.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[FloatingOcean's solution](#)

**458.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[FloatingOcean's solution](#)

**459.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**460.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[FloatingOcean's solution](#)

**461.**

1665B

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

Quality: 32,910 global accepts · Rating: 900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[FloatingOcean's solution](#)

**462.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[FloatingOcean's solution](#)

**463.**

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**464.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[FloatingOcean's solution](#)

**465.**

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[FloatingOcean's solution](#)

**466.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**467.**

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[FloatingOcean's solution](#)

**468.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[FloatingOcean's solution](#)

**469.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,905 global accepts · Rating: 900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**470.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,400 global accepts · Rating: 900 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[FloatingOcean's solution](#)

**471.**

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[FloatingOcean's solution](#)

**472.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

[FloatingOcean's solution](#)

**473.**

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[FloatingOcean's solution](#)

**474.**

1705B

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

Quality: 25,454 global accepts · Rating: 900 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FloatingOcean's solution](#)

**475.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: strings

[FloatingOcean's solution](#)

**476.**

1709B

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

Quality: 25,844 global accepts · Rating: 900 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation

[FloatingOcean's solution](#)

**477.**

1875A

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

Quality: 47,027 global accepts · Rating: 900 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[FloatingOcean's solution](#)

**478.**

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**479.**

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[FloatingOcean's solution](#)

**480.**

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FloatingOcean's solution](#)

**481.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,564 global accepts · Rating: 900 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**482.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**483.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2023-04-29 · last AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**484.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[FloatingOcean's solution](#)

**485.**

1735B

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

Quality: 19,319 global accepts · Rating: 900 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**486.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[FloatingOcean's solution](#)

**487.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[FloatingOcean's solution](#)

**488.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**489.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**490.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**491.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**492.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[FloatingOcean's solution](#)

**493.**

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[FloatingOcean's solution](#)

**494.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**495.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[FloatingOcean's solution](#)

**496.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2023-02-15 · Java 17 (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**497.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-27 · Java 17 (first AC) · Tags: combinatorics, greedy, math

[FloatingOcean's solution](#)

**498.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[FloatingOcean's solution](#)

**499.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**500.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · Java 17 (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**501.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · Java 17 (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**502.**

2132C1

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

Quality: 27,740 global accepts · Rating: 1000 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**503.**

1A

[Theatre Square · Tutorial](#)

Quality: 320,299 global accepts · Rating: 1000 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FloatingOcean's solution](#)

**504.**

2093C

[Simple Repetition · Tutorial](#)

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[FloatingOcean's solution](#)

**505.**

2092B

[Lady Bug · Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[FloatingOcean's solution](#)

**506.**

2091C

[Combination Lock · Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**507.**

2090B

[Pushing Balls · Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[FloatingOcean's solution](#)

**508.**

2040B

[Paint a Strip · Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**509.**

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**510.**

2055B

[Crafting · Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[FloatingOcean's solution](#)

**511.**

2057B

[Gorilla and the Exam · Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**512.**

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[FloatingOcean's solution](#)

**513.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[FloatingOcean's solution](#)

**514.**

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,642 global accepts · Rating: 1000 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[FloatingOcean's solution](#)

**515.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**516.**

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[FloatingOcean's solution](#)

**517.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[FloatingOcean's solution](#)

**518.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[FloatingOcean's solution](#)

**519.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**520.**

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[FloatingOcean's solution](#)

**521.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,114 global accepts · Rating: 1000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**522.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[FloatingOcean's solution](#)

**523.**

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**524.**

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[FloatingOcean's solution](#)

**525.**

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[FloatingOcean's solution](#)

**526.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[FloatingOcean's solution](#)

**527.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**528.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**529.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[FloatingOcean's solution](#)

**530.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[FloatingOcean's solution](#)

**531.**

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[FloatingOcean's solution](#)

**532.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**533.**

1589B

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

Rating: 1000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**534.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**535.**

1614B

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

Quality: 29,043 global accepts · Rating: 1000 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[FloatingOcean's solution](#)

**536.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[FloatingOcean's solution](#)

**537.**

1620B

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

Quality: 31,482 global accepts · Rating: 1000 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[FloatingOcean's solution](#)

**538.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[FloatingOcean's solution](#)

**539.**

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[FloatingOcean's solution](#)

**540.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**541.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[FloatingOcean's solution](#)

**542.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FloatingOcean's solution](#)

**543.**

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings  
[FloatingOcean's solution](#)

**544.**

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings  
[FloatingOcean's solution](#)

**545.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[FloatingOcean's solution](#)

**546.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[FloatingOcean's solution](#)

**547.**

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[FloatingOcean's solution](#)

**548.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[FloatingOcean's solution](#)

**549.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[FloatingOcean's solution](#)

**550.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,057 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[FloatingOcean's solution](#)

**551.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[FloatingOcean's solution](#)

**552.**

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings  
[FloatingOcean's solution](#)

**553.**

1702D

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

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**554.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**555.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FloatingOcean's solution](#)

**556.**

1877B

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

Rating: 1000 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[FloatingOcean's solution](#)

**557.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[FloatingOcean's solution](#)

**558.**

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[FloatingOcean's solution](#)

**559.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**560.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**561.**

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**562.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[FloatingOcean's solution](#)

**563.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[FloatingOcean's solution](#)

**564.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · last AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[FloatingOcean's solution](#)

**565.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**566.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[FloatingOcean's solution](#)

**567.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[FloatingOcean's solution](#)

**568.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[FloatingOcean's solution](#)

**569.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,416 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[FloatingOcean's solution](#)

**570.**

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[FloatingOcean's solution](#)

**571.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[FloatingOcean's solution](#)

**572.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2023-02-20 · Java 17 (first AC) · Tags: constructive algorithms, greedy, implementation

[FloatingOcean's solution](#)

**573.**

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[FloatingOcean's solution](#)

**574.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**575.**

1786C

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

Rating: 1000 · first AC: 2023-02-05 · Java 17 (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**576.**

1791D

[Distinct Split · Tutorial](#)

Quality: 49,278 global accepts · Rating: 1000 · first AC: 2023-02-03 · Java 17 (first AC) · Tags: brute force, greedy, strings

[FloatingOcean's solution](#)

**577.**

1790C

[Premutation · Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[FloatingOcean's solution](#)

**578.**

1782B

[Going to the Cinema · Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · Java 17 (first AC) · Tags: brute force, greedy, sortings

[FloatingOcean's solution](#)

**579.**

1772C

[Different Differences · Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-01-15 · Java 17 (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**580.**

1770A

[Koxia and Whiteboards · Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-12 · Java 17 (first AC) · Tags: brute force, greedy

[FloatingOcean's solution](#)

**581.**

1770B

[Koxia and Permutation · Tutorial](#)

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**582.**

2130B

[Pathless · Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**583.**

2111C

[Equal Values · Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[FloatingOcean's solution](#)

**584.**

2111B

[Fibonacci Cubes · Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[FloatingOcean's solution](#)

**585.**

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**586.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[FloatingOcean's solution](#)

**587.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[FloatingOcean's solution](#)

**588.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[FloatingOcean's solution](#)

**589.**

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[FloatingOcean's solution](#)

**590.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[FloatingOcean's solution](#)

**591.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[FloatingOcean's solution](#)

**592.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[FloatingOcean's solution](#)

**593.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**594.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[FloatingOcean's solution](#)

**595.**

2065C1

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

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy  
[FloatingOcean's solution](#)

**596.**

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry  
[FloatingOcean's solution](#)

**597.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[FloatingOcean's solution](#)

**598.**

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[FloatingOcean's solution](#)

**599.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[FloatingOcean's solution](#)

**600.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[FloatingOcean's solution](#)

**601.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation  
[FloatingOcean's solution](#)

**602.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[FloatingOcean's solution](#)

**603.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[FloatingOcean's solution](#)

**604.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[FloatingOcean's solution](#)

**605.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,417 global accepts · Rating: 1100 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math  
[FloatingOcean's solution](#)

**606.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings  
[FloatingOcean's solution](#)

**607.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[FloatingOcean's solution](#)

**608.**

1506B

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

Quality: 21,153 global accepts · Rating: 1100 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[FloatingOcean's solution](#)

**609.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory  
[FloatingOcean's solution](#)

**610.**

1511C

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

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, trees  
[FloatingOcean's solution](#)

**611.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[FloatingOcean's solution](#)

**612.**

1529B

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

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[FloatingOcean's solution](#)

**613.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[FloatingOcean's solution](#)

**614.**

2009C

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

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[FloatingOcean's solution](#)

**615.**

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[FloatingOcean's solution](#)

**616.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs, math

[FloatingOcean's solution](#)

**617.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[FloatingOcean's solution](#)

**618.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[FloatingOcean's solution](#)

**619.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FloatingOcean's solution](#)

**620.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**621.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[FloatingOcean's solution](#)

**622.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,562 global accepts · Rating: 1100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[FloatingOcean's solution](#)

**623.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**624.**

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[FloatingOcean's solution](#)

**625.**

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[FloatingOcean's solution](#)

**626.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[FloatingOcean's solution](#)

**627.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[FloatingOcean's solution](#)

**628.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[FloatingOcean's solution](#)

**629.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[FloatingOcean's solution](#)

**630.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[FloatingOcean's solution](#)

**631.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,336 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[FloatingOcean's solution](#)

**632.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[FloatingOcean's solution](#)

**633.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[FloatingOcean's solution](#)

**634.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[FloatingOcean's solution](#)

**635.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[FloatingOcean's solution](#)

**636.**

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[FloatingOcean's solution](#)

**637.**

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[FloatingOcean's solution](#)

**638.**

1625B

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

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[FloatingOcean's solution](#)

**639.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[FloatingOcean's solution](#)

**640.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[FloatingOcean's solution](#)

**641.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[FloatingOcean's solution](#)

**642.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[FloatingOcean's solution](#)

**643.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[FloatingOcean's solution](#)

**644.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[FloatingOcean's solution](#)

**645.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,624 global accepts · Rating: 1100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[FloatingOcean's solution](#)

**646.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**647.**

1673B

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

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[FloatingOcean's solution](#)

**648.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**649.**

1933C

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

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

[FloatingOcean's solution](#)

**650.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[FloatingOcean's solution](#)

**651.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[FloatingOcean's solution](#)

**652.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,076 global accepts · Rating: 1100 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[FloatingOcean's solution](#)

**653.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[FloatingOcean's solution](#)

**654.**

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[FloatingOcean's solution](#)

**655.**

1921D

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

Quality: 24,279 global accepts · Rating: 1100 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[FloatingOcean's solution](#)

**656.**

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[FloatingOcean's solution](#)

**657.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[FloatingOcean's solution](#)

**658.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[FloatingOcean's solution](#)

**659.**

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[FloatingOcean's solution](#)

**660.**

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[FloatingOcean's solution](#)

**661.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[FloatingOcean's solution](#)

**662.**

1902B

[Getting Points](#) · [Tutorial](#)

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

[FloatingOcean's solution](#)

**663.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**664.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings

[FloatingOcean's solution](#)

**665.**

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[FloatingOcean's solution](#)

**666.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[FloatingOcean's solution](#)

**667.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[FloatingOcean's solution](#)

**668.**

1708B

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

Quality: 28,417 global accepts · Rating: 1100 · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**669.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[FloatingOcean's solution](#)

**670.**

1656B

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

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[FloatingOcean's solution](#)

**671.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**672.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**673.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[FloatingOcean's solution](#)

**674.**

1726B

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

Quality: 16,855 global accepts · Rating: 1100 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[FloatingOcean's solution](#)

**675.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[FloatingOcean's solution](#)

**676.**

1821B

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

Quality: 28,341 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[FloatingOcean's solution](#)

**677.**

1820B

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

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers

[FloatingOcean's solution](#)

**678.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[FloatingOcean's solution](#)

**679.**

1797B

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

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[FloatingOcean's solution](#)

**680.**

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[FloatingOcean's solution](#)

**681.**

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers  
[FloatingOcean's solution](#)

**682.**

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings  
[FloatingOcean's solution](#)

**683.**

1807G2

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

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings  
[FloatingOcean's solution](#)

**684.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory  
[FloatingOcean's solution](#)

**685.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[FloatingOcean's solution](#)

**686.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[FloatingOcean's solution](#)

**687.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths  
[FloatingOcean's solution](#)

**688.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[FloatingOcean's solution](#)

**689.**

1793B

[Fedya and Array](#) · Tutorial

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**690.**

1788B

[Sum of Two Numbers](#) · Tutorial

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[FloatingOcean's solution](#)

**691.**

1762B

[Make Array Good](#) · Tutorial

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[FloatingOcean's solution](#)

**692.**

1791G1

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

Quality: 33,931 global accepts · Rating: 1100 · first AC: 2023-02-03 · Java 17 (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**693.**

1791E

[Negatives and Positives](#) · Tutorial

Quality: 41,294 global accepts · Rating: 1100 · first AC: 2023-02-03 · Java 17 (first AC) · Tags: dp, greedy, sortings

[FloatingOcean's solution](#)

**694.**

1787B

[Number Factorization](#) · Tutorial

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[FloatingOcean's solution](#)

**695.**

1780B

[GCD Partition](#) · Tutorial

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · Java 17 (first AC) · Tags: brute force, greedy, math, number theory

[FloatingOcean's solution](#)

**696.**

1783B

[Matrix of Differences](#) · Tutorial

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · Java 17 (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**697.**

1731B

[Kill Demodogs](#) · Tutorial

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-30 · Java 17 (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**698.**

1272C

[Yet Another Broken Keyboard](#) · Tutorial

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[FloatingOcean's solution](#)

**699.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
[FloatingOcean's solution](#)

**700.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks  
[FloatingOcean's solution](#)

**701.**

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[FloatingOcean's solution](#)

**702.**

2091D

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

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math  
[FloatingOcean's solution](#)

**703.**

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[FloatingOcean's solution](#)

**704.**

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math  
[FloatingOcean's solution](#)

**705.**

2072C

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

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[FloatingOcean's solution](#)

**706.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices  
[FloatingOcean's solution](#)

**707.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings  
[FloatingOcean's solution](#)

**708.**

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[FloatingOcean's solution](#)

**709.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[FloatingOcean's solution](#)

**710.**

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[FloatingOcean's solution](#)

**711.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[FloatingOcean's solution](#)

**712.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[FloatingOcean's solution](#)

**713.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, sortings

[FloatingOcean's solution](#)

**714.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**715.**

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**716.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FloatingOcean's solution](#)

**717.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[FloatingOcean's solution](#)

**718.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings

[FloatingOcean's solution](#)

**719.**

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[FloatingOcean's solution](#)

**720.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math  
[FloatingOcean's solution](#)

**721.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[FloatingOcean's solution](#)

**722.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, math  
[FloatingOcean's solution](#)

**723.**

1527B1

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

Quality: 34,409 global accepts · Rating: 1200 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games  
[FloatingOcean's solution](#)

**724.**

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, strings  
[FloatingOcean's solution](#)

**725.**

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[FloatingOcean's solution](#)

**726.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[FloatingOcean's solution](#)

**727.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory  
[FloatingOcean's solution](#)

**728.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[FloatingOcean's solution](#)

**729.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[FloatingOcean's solution](#)

**730.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[FloatingOcean's solution](#)

**731.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[FloatingOcean's solution](#)

**732.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[FloatingOcean's solution](#)

**733.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[FloatingOcean's solution](#)

**734.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[FloatingOcean's solution](#)

**735.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[FloatingOcean's solution](#)

**736.**

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math

[FloatingOcean's solution](#)

**737.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[FloatingOcean's solution](#)

**738.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[FloatingOcean's solution](#)

**739.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs  
[FloatingOcean's solution](#)

**740.**

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math  
[FloatingOcean's solution](#)

**741.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings  
[FloatingOcean's solution](#)

**742.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings  
[FloatingOcean's solution](#)

**743.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers  
[FloatingOcean's solution](#)

**744.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees  
[FloatingOcean's solution](#)

**745.**

1582C

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

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers  
[FloatingOcean's solution](#)

**746.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search  
[FloatingOcean's solution](#)

**747.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[FloatingOcean's solution](#)

**748.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[FloatingOcean's solution](#)

**749.**

1945C

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

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[FloatingOcean's solution](#)

**750.**

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**751.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[FloatingOcean's solution](#)

**752.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[FloatingOcean's solution](#)

**753.**

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[FloatingOcean's solution](#)

**754.**

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[FloatingOcean's solution](#)

**755.**

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**756.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[FloatingOcean's solution](#)

**757.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1200 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[FloatingOcean's solution](#)

**758.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[FloatingOcean's solution](#)

**759.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[FloatingOcean's solution](#)

**760.**

1933D

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

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[FloatingOcean's solution](#)

**761.**

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[FloatingOcean's solution](#)

**762.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[FloatingOcean's solution](#)

**763.**

1679B

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

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[FloatingOcean's solution](#)

**764.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[FloatingOcean's solution](#)

**765.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[FloatingOcean's solution](#)

**766.**

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[FloatingOcean's solution](#)

**767.**

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[FloatingOcean's solution](#)

**768.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,295 global accepts · Rating: 1200 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[FloatingOcean's solution](#)

**769.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[FloatingOcean's solution](#)

**770.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[FloatingOcean's solution](#)

**771.**

1907C

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

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[FloatingOcean's solution](#)

**772.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,592 global accepts · Rating: 1200 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**773.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[FloatingOcean's solution](#)

**774.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[FloatingOcean's solution](#)

**775.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FloatingOcean's solution](#)

**776.**

1875B

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

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

[FloatingOcean's solution](#)

**777.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[FloatingOcean's solution](#)

**778.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[FloatingOcean's solution](#)

**779.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math  
[FloatingOcean's solution](#)

**780.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[FloatingOcean's solution](#)

**781.**

1729D

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

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
[FloatingOcean's solution](#)

**782.**

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[FloatingOcean's solution](#)

**783.**

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[FloatingOcean's solution](#)

**784.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings  
[FloatingOcean's solution](#)

**785.**

1808B

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

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[FloatingOcean's solution](#)

**786.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[FloatingOcean's solution](#)

**787.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math  
[FloatingOcean's solution](#)

**788.**

1744D

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

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[FloatingOcean's solution](#)

**789.**

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[FloatingOcean's solution](#)

**790.**

1799B

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

Quality: 12,742 global accepts · Rating: 1200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**791.**

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[FloatingOcean's solution](#)

**792.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: games

[FloatingOcean's solution](#)

**793.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[FloatingOcean's solution](#)

**794.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-28 · Java 17 (first AC) · Tags: data structures, greedy, sortings

[FloatingOcean's solution](#)

**795.**

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · Java 17 (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**796.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-20 · Java 17 (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[FloatingOcean's solution](#)

**797.**

2130C

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

Rating: 1300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[FloatingOcean's solution](#)

**798.**

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-04 · last AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[FloatingOcean's solution](#)

**799.**

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[FloatingOcean's solution](#)

**800.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**801.**

2050D

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

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[FloatingOcean's solution](#)

**802.**

2072D

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

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[FloatingOcean's solution](#)

**803.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[FloatingOcean's solution](#)

**804.**

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[FloatingOcean's solution](#)

**805.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**806.**

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[FloatingOcean's solution](#)

**807.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[FloatingOcean's solution](#)

**808.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[FloatingOcean's solution](#)

**809.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[FloatingOcean's solution](#)

## 810.

2033D

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

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[FloatingOcean's solution](#)

## 811.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[FloatingOcean's solution](#)

## 812.

2024C

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

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

[FloatingOcean's solution](#)

## 813.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[FloatingOcean's solution](#)

## 814.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[FloatingOcean's solution](#)

## 815.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[FloatingOcean's solution](#)

## 816.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, two pointers

[FloatingOcean's solution](#)

## 817.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[FloatingOcean's solution](#)

## 818.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[FloatingOcean's solution](#)

## 819.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[FloatingOcean's solution](#)

**820.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[FloatingOcean's solution](#)

**821.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,704 global accepts · Rating: 1300 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**822.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[FloatingOcean's solution](#)

**823.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[FloatingOcean's solution](#)

**824.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[FloatingOcean's solution](#)

**825.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[FloatingOcean's solution](#)

**826.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[FloatingOcean's solution](#)

**827.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings

[FloatingOcean's solution](#)

**828.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[FloatingOcean's solution](#)

**829.**

1561B

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

Rating: 1300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[FloatingOcean's solution](#)

**830.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**831.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[FloatingOcean's solution](#)

**832.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[FloatingOcean's solution](#)

**833.**

1602C

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

Rating: 1300 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[FloatingOcean's solution](#)

**834.**

1604C

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

Rating: 1300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[FloatingOcean's solution](#)

**835.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[FloatingOcean's solution](#)

**836.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[FloatingOcean's solution](#)

**837.**

1591C

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

Rating: 1300 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**838.**

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[FloatingOcean's solution](#)

**839.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[FloatingOcean's solution](#)

**840.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[FloatingOcean's solution](#)

**841.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[FloatingOcean's solution](#)

**842.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[FloatingOcean's solution](#)

**843.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[FloatingOcean's solution](#)

**844.**

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**845.**

1650D

[Twist the Permutation](#) · [Tutorial](#)

Quality: 14,716 global accepts · Rating: 1300 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[FloatingOcean's solution](#)

**846.**

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**847.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[FloatingOcean's solution](#)

**848.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[FloatingOcean's solution](#)

**849.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[FloatingOcean's solution](#)

**850.**

1668C

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

Rating: 1300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[FloatingOcean's solution](#)

**851.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[FloatingOcean's solution](#)

**852.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees

[FloatingOcean's solution](#)

**853.**

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[FloatingOcean's solution](#)

**854.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[FloatingOcean's solution](#)

**855.**

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FloatingOcean's solution](#)

**856.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[FloatingOcean's solution](#)

**857.**

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[FloatingOcean's solution](#)

**858.**

1922C

[Closest Cities](#) · [Tutorial](#)

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

[FloatingOcean's solution](#)

**859.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[FloatingOcean's solution](#)

**860.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[FloatingOcean's solution](#)

**861.**

1694C

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

Rating: 1300 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**862.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[FloatingOcean's solution](#)

**863.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[FloatingOcean's solution](#)

**864.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · last AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[FloatingOcean's solution](#)

**865.**

1703F

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

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[FloatingOcean's solution](#)

**866.**

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[FloatingOcean's solution](#)

**867.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[FloatingOcean's solution](#)

**868.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[FloatingOcean's solution](#)

**869.**

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[FloatingOcean's solution](#)

**870.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[FloatingOcean's solution](#)

**871.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**872.**

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy  
[FloatingOcean's solution](#)

**873.**

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[FloatingOcean's solution](#)

**874.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[FloatingOcean's solution](#)

**875.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · last AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings  
[FloatingOcean's solution](#)

**876.**

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[FloatingOcean's solution](#)

**877.**

1816C

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

Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[FloatingOcean's solution](#)

**878.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[FloatingOcean's solution](#)

**879.**

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers  
[FloatingOcean's solution](#)

**880.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees  
[FloatingOcean's solution](#)

**881.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive  
[FloatingOcean's solution](#)

**882.**

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[FloatingOcean's solution](#)

**883.**

1754C1

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

Rating: 1300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**884.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[FloatingOcean's solution](#)

**885.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2023-02-13 · Java 17 (first AC) · Tags: constructive algorithms, dp, greedy

[FloatingOcean's solution](#)

**886.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[FloatingOcean's solution](#)

**887.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**888.**

1786B

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

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · Java 17 (first AC) · Tags: brute force, sortings

[FloatingOcean's solution](#)

**889.**

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · Java 17 (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**890.**

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-24 · Java 17 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[FloatingOcean's solution](#)

**891.**

1775B

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

Quality: 20,740 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

[FloatingOcean's solution](#)

**892.**

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive  
[FloatingOcean's solution](#)

**893.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive  
[FloatingOcean's solution](#)

**894.**

2132C2

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

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math  
[FloatingOcean's solution](#)

**895.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,125 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[FloatingOcean's solution](#)

**896.**

2111D

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

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[FloatingOcean's solution](#)

**897.**

2114D

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

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math  
[FloatingOcean's solution](#)

**898.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation  
[FloatingOcean's solution](#)

**899.**

2084C

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

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

**900.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers  
[FloatingOcean's solution](#)

**901.**

2067D

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

Rating: 1400 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive  
[FloatingOcean's solution](#)

**902.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[FloatingOcean's solution](#)

**903.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[FloatingOcean's solution](#)

**904.**

2033E

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

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[FloatingOcean's solution](#)

**905.**

2033C

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

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[FloatingOcean's solution](#)

**906.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[FloatingOcean's solution](#)

**907.**

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[FloatingOcean's solution](#)

**908.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, implementation

[FloatingOcean's solution](#)

**909.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[FloatingOcean's solution](#)

**910.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[FloatingOcean's solution](#)

**911.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[FloatingOcean's solution](#)

**912.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**913.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[FloatingOcean's solution](#)

**914.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[FloatingOcean's solution](#)

**915.**

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[FloatingOcean's solution](#)

**916.**

2009D

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

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[FloatingOcean's solution](#)

**917.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[FloatingOcean's solution](#)

**918.**

2010C1

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

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[FloatingOcean's solution](#)

**919.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[FloatingOcean's solution](#)

**920.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[FloatingOcean's solution](#)

**921.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**922.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[FloatingOcean's solution](#)

**923.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[FloatingOcean's solution](#)

**924.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FloatingOcean's solution](#)

**925.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[FloatingOcean's solution](#)

**926.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[FloatingOcean's solution](#)

**927.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[FloatingOcean's solution](#)

**928.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[FloatingOcean's solution](#)

**929.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[FloatingOcean's solution](#)

**930.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[FloatingOcean's solution](#)

**931.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[FloatingOcean's solution](#)

**932.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[FloatingOcean's solution](#)

**933.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[FloatingOcean's solution](#)

**934.**

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[FloatingOcean's solution](#)

**935.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[FloatingOcean's solution](#)

**936.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[FloatingOcean's solution](#)

**937.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[FloatingOcean's solution](#)

**938.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[FloatingOcean's solution](#)

**939.**

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, matrices

[FloatingOcean's solution](#)

**940.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[FloatingOcean's solution](#)

**941.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**942.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[FloatingOcean's solution](#)

**943.**

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[FloatingOcean's solution](#)

**944.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**945.**

1931E

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

Quality: 25,741 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[FloatingOcean's solution](#)

**946.**

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[FloatingOcean's solution](#)

**947.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[FloatingOcean's solution](#)

**948.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[FloatingOcean's solution](#)

**949.**

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FloatingOcean's solution](#)

**950.**

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[FloatingOcean's solution](#)

**951.**

1691C

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

Quality: 17,223 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[FloatingOcean's solution](#)

**952.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[FloatingOcean's solution](#)

**953.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[FloatingOcean's solution](#)

**954.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[FloatingOcean's solution](#)

**955.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[FloatingOcean's solution](#)

**956.**

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**957.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[FloatingOcean's solution](#)

**958.**

1907D

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

Quality: 23,582 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[FloatingOcean's solution](#)

**959.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[FloatingOcean's solution](#)

**960.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**961.**

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[FloatingOcean's solution](#)

**962.**

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[FloatingOcean's solution](#)

**963.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[FloatingOcean's solution](#)

**964.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[FloatingOcean's solution](#)

**965.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[FloatingOcean's solution](#)

**966.**

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[FloatingOcean's solution](#)

**967.**

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[FloatingOcean's solution](#)

**968.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[FloatingOcean's solution](#)

**969.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[FloatingOcean's solution](#)

**970.**

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[FloatingOcean's solution](#)

**971.**

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[FloatingOcean's solution](#)

**972.**

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[FloatingOcean's solution](#)

**973.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[FloatingOcean's solution](#)

**974.**

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[FloatingOcean's solution](#)

**975.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[FloatingOcean's solution](#)

**976.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[FloatingOcean's solution](#)

**977.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[FloatingOcean's solution](#)

**978.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[FloatingOcean's solution](#)

**979.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2023-02-20 · Java 17 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[FloatingOcean's solution](#)

**980.**

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[FloatingOcean's solution](#)

**981.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[FloatingOcean's solution](#)

**982.**

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory  
[FloatingOcean's solution](#)

**983.**

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[FloatingOcean's solution](#)

**984.**

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · Java 17 (first AC) · Tags: bitmasks, constructive algorithms  
[FloatingOcean's solution](#)

**985.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2023-01-15 · Java 17 (first AC) · Tags: constructive algorithms, math  
[FloatingOcean's solution](#)

**986.**

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers  
[FloatingOcean's solution](#)

**987.**

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings  
[FloatingOcean's solution](#)

**988.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory  
[FloatingOcean's solution](#)

**989.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy  
[FloatingOcean's solution](#)

**990.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math  
[FloatingOcean's solution](#)

**991.**

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings  
[FloatingOcean's solution](#)

**992.**

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[FloatingOcean's solution](#)

**993.**

2072E

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

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[FloatingOcean's solution](#)

**994.**

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[FloatingOcean's solution](#)

**995.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,507 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[FloatingOcean's solution](#)

**996.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[FloatingOcean's solution](#)

**997.**

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[FloatingOcean's solution](#)

**998.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[FloatingOcean's solution](#)

**999.**

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**1000.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[FloatingOcean's solution](#)

**1001.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[FloatingOcean's solution](#)

**1002.**

1486B

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

Quality: 20,484 global accepts · Rating: 1500 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[FloatingOcean's solution](#)

### 1003.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 1500 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[FloatingOcean's solution](#)

### 1004.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math

[FloatingOcean's solution](#)

### 1005.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[FloatingOcean's solution](#)

### 1006.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[FloatingOcean's solution](#)

### 1007.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy

[FloatingOcean's solution](#)

### 1008.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy

[FloatingOcean's solution](#)

### 1009.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, hashing, number theory

[FloatingOcean's solution](#)

### 1010.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, number theory

[FloatingOcean's solution](#)

### 1011.

2008E

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

Quality: 13,228 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[FloatingOcean's solution](#)

**1012.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[FloatingOcean's solution](#)

**1013.**

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[FloatingOcean's solution](#)

**1014.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[FloatingOcean's solution](#)

**1015.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[FloatingOcean's solution](#)

**1016.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[FloatingOcean's solution](#)

**1017.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[FloatingOcean's solution](#)

**1018.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[FloatingOcean's solution](#)

**1019.**

1546C

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

Rating: 1500 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[FloatingOcean's solution](#)

**1020.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings, two pointers

[FloatingOcean's solution](#)

**1021.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,341 global accepts · Rating: 1500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[FloatingOcean's solution](#)

**1022.**

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, strings

[FloatingOcean's solution](#)

**1023.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**1024.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[FloatingOcean's solution](#)

**1025.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FloatingOcean's solution](#)

**1026.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[FloatingOcean's solution](#)

**1027.**

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[FloatingOcean's solution](#)

**1028.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[FloatingOcean's solution](#)

**1029.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, implementation, math

[FloatingOcean's solution](#)

**1030.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[FloatingOcean's solution](#)

**1031.**

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[FloatingOcean's solution](#)

**1032.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[FloatingOcean's solution](#)

**1033.**

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[FloatingOcean's solution](#)

**1034.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[FloatingOcean's solution](#)

**1035.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[FloatingOcean's solution](#)

**1036.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, strings

[FloatingOcean's solution](#)

**1037.**

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[FloatingOcean's solution](#)

**1038.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[FloatingOcean's solution](#)

**1039.**

1676H2

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

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[FloatingOcean's solution](#)

**1040.**

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[FloatingOcean's solution](#)

**1041.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2023-12-03 · last AC: 2023-12-03 · Java 21 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[FloatingOcean's solution](#)

**1042.**

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FloatingOcean's solution](#)

**1043.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,361 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[FloatingOcean's solution](#)

**1044.**

1711C

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

Rating: 1500 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**1045.**

1877D

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

Rating: 1500 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[FloatingOcean's solution](#)

**1046.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[FloatingOcean's solution](#)

**1047.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[FloatingOcean's solution](#)

**1048.**

1818C

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

Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[FloatingOcean's solution](#)

**1049.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-04-12 · Java 17 (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[FloatingOcean's solution](#)

**1050.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[FloatingOcean's solution](#)

**1051.**

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[FloatingOcean's solution](#)

**1052.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · last AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**1053.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[FloatingOcean's solution](#)

**1054.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[FloatingOcean's solution](#)

**1055.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[FloatingOcean's solution](#)

**1056.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[FloatingOcean's solution](#)

**1057.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[FloatingOcean's solution](#)

**1058.**

1754C2

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

Rating: 1500 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[FloatingOcean's solution](#)

**1059.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[FloatingOcean's solution](#)

**1060.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[FloatingOcean's solution](#)

**1061.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[FloatingOcean's solution](#)

**1062.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[FloatingOcean's solution](#)

**1063.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[FloatingOcean's solution](#)

**1064.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[FloatingOcean's solution](#)

**1065.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2023-02-13 · Java 17 (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**1066.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[FloatingOcean's solution](#)

**1067.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[FloatingOcean's solution](#)

**1068.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · Java 17 (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[FloatingOcean's solution](#)

**1069.**

2167G

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

Quality: 11,022 global accepts · Rating: 1600 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[FloatingOcean's solution](#)

**1070.**

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[FloatingOcean's solution](#)

**1071.**

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[FloatingOcean's solution](#)

**1072.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[FloatingOcean's solution](#)

**1073.**

2094F

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

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**1074.**

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**1075.**

2085C

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

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[FloatingOcean's solution](#)

**1076.**

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[FloatingOcean's solution](#)

**1077.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[FloatingOcean's solution](#)

**1078.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[FloatingOcean's solution](#)

**1079.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[FloatingOcean's solution](#)

**1080.**

2065E

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

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[FloatingOcean's solution](#)

**1081.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[FloatingOcean's solution](#)

**1082.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp  
[FloatingOcean's solution](#)

**1083.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures  
[FloatingOcean's solution](#)

**1084.**

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees  
[FloatingOcean's solution](#)

**1085.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math  
[FloatingOcean's solution](#)

**1086.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[FloatingOcean's solution](#)

**1087.**

2036E

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

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[FloatingOcean's solution](#)

**1088.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive  
[FloatingOcean's solution](#)

**1089.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[FloatingOcean's solution](#)

**1090.**

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, flows, greedy, implementation  
[FloatingOcean's solution](#)

**1091.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp  
[FloatingOcean's solution](#)

**1092.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[FloatingOcean's solution](#)

**1093.**

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[FloatingOcean's solution](#)

**1094.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[FloatingOcean's solution](#)

**1095.**

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2024-10-07 · last AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[FloatingOcean's solution](#)

**1096.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[FloatingOcean's solution](#)

**1097.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[FloatingOcean's solution](#)

**1098.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[FloatingOcean's solution](#)

**1099.**

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[FloatingOcean's solution](#)

**1100.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[FloatingOcean's solution](#)

**1101.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[FloatingOcean's solution](#)

**1102.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, math

[FloatingOcean's solution](#)**1103.**

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[FloatingOcean's solution](#)**1104.**

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[FloatingOcean's solution](#)**1105.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[FloatingOcean's solution](#)**1106.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[FloatingOcean's solution](#)**1107.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[FloatingOcean's solution](#)**1108.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[FloatingOcean's solution](#)**1109.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[FloatingOcean's solution](#)**1110.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[FloatingOcean's solution](#)**1111.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[FloatingOcean's solution](#)

**1112.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[FloatingOcean's solution](#)

**1113.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[FloatingOcean's solution](#)

**1114.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[FloatingOcean's solution](#)

**1115.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,472 global accepts · Rating: 1600 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[FloatingOcean's solution](#)

**1116.**

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[FloatingOcean's solution](#)

**1117.**

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**1118.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[FloatingOcean's solution](#)

**1119.**

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[FloatingOcean's solution](#)

**1120.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2024-04-01 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[FloatingOcean's solution](#)

**1121.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**1122.**

1604D

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

Rating: 1600 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[FloatingOcean's solution](#)

**1123.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FloatingOcean's solution](#)

**1124.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[FloatingOcean's solution](#)

**1125.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[FloatingOcean's solution](#)

**1126.**

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[FloatingOcean's solution](#)

**1127.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[FloatingOcean's solution](#)

**1128.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[FloatingOcean's solution](#)

**1129.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[FloatingOcean's solution](#)

**1130.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[FloatingOcean's solution](#)

**1131.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[FloatingOcean's solution](#)

**1132.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[FloatingOcean's solution](#)

**1133.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[FloatingOcean's solution](#)

**1134.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[FloatingOcean's solution](#)

**1135.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1136.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[FloatingOcean's solution](#)

**1137.**

1678C

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

Rating: 1600 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[FloatingOcean's solution](#)

**1138.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[FloatingOcean's solution](#)

**1139.**

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[FloatingOcean's solution](#)

**1140.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math

[FloatingOcean's solution](#)

**1141.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[FloatingOcean's solution](#)

**1142.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[FloatingOcean's solution](#)

**1143.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[FloatingOcean's solution](#)

**1144.**

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[FloatingOcean's solution](#)

**1145.**

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[FloatingOcean's solution](#)

**1146.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,624 global accepts · Rating: 1600 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[FloatingOcean's solution](#)

**1147.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[FloatingOcean's solution](#)

**1148.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[FloatingOcean's solution](#)

**1149.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · last AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[FloatingOcean's solution](#)

**1150.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[FloatingOcean's solution](#)

**1151.**

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[FloatingOcean's solution](#)

**1152.**

1875D

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

Quality: 11,406 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[FloatingOcean's solution](#)

**1153.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[FloatingOcean's solution](#)

**1154.**

1822E

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

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[FloatingOcean's solution](#)

**1155.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[FloatingOcean's solution](#)

**1156.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[FloatingOcean's solution](#)

**1157.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[FloatingOcean's solution](#)

**1158.**

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**1159.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[FloatingOcean's solution](#)

**1160.**

1802C

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

Rating: 1600 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[FloatingOcean's solution](#)

**1161.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · Java 17 (first AC) · Tags: binary search, math

[FloatingOcean's solution](#)

**1162.**

1748C

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

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[FloatingOcean's solution](#)

**1163.**

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[FloatingOcean's solution](#)

**1164.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-02-06 · Java 17 (first AC) · Tags: dp, greedy, math

[FloatingOcean's solution](#)

**1165.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[FloatingOcean's solution](#)

**1166.**

1782C

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

Rating: 1600 · first AC: 2023-01-26 · Java 17 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[FloatingOcean's solution](#)

**1167.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[FloatingOcean's solution](#)

**1168.**

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · Java 17 (first AC) · Tags: bitmasks, math

[FloatingOcean's solution](#)

**1169.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2023-01-03 · Java 17 (first AC) · Tags: data structures, greedy

[FloatingOcean's solution](#)

**1170.**

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[FloatingOcean's solution](#)

**1171.**

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[FloatingOcean's solution](#)

**1172.**

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[FloatingOcean's solution](#)

**1173.**

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[FloatingOcean's solution](#)

**1174.**

2123F

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

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

[FloatingOcean's solution](#)

**1175.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · last AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[FloatingOcean's solution](#)

**1176.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[FloatingOcean's solution](#)

**1177.**

2094G

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

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[FloatingOcean's solution](#)

**1178.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[FloatingOcean's solution](#)

**1179.**

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[FloatingOcean's solution](#)

**1180.**

2090D

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

Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[FloatingOcean's solution](#)

**1181.**

2071C

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

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[FloatingOcean's solution](#)

**1182.**

2072F

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

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks,

combinatorics, constructive algorithms, fft, math, number theory

[FloatingOcean's solution](#)

**1183.**

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[FloatingOcean's solution](#)

**1184.**

2065F

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

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[FloatingOcean's solution](#)

**1185.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[FloatingOcean's solution](#)

**1186.**

2044G1

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

Quality: 7,332 global accepts · Rating: 1700 · first AC: 2024-12-15 · last AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[FloatingOcean's solution](#)

**1187.**

2050F

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

Quality: 10,602 global accepts · Rating: 1700 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[FloatingOcean's solution](#)

**1188.**

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[FloatingOcean's solution](#)

**1189.**

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[FloatingOcean's solution](#)

**1190.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-10-17 · last AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[FloatingOcean's solution](#)

**1191.**

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[FloatingOcean's solution](#)

**1192.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1700 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[FloatingOcean's solution](#)

**1193.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[FloatingOcean's solution](#)

**1194.**

1516C

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

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[FloatingOcean's solution](#)

**1195.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[FloatingOcean's solution](#)

**1196.**

2009F

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

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, flows, math

[FloatingOcean's solution](#)

**1197.**

2007D

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

Rating: 1700 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, graphs, greedy, trees

[FloatingOcean's solution](#)

**1198.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math, number theory

[FloatingOcean's solution](#)

**1199.**

2010C2

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

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[FloatingOcean's solution](#)

**1200.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[FloatingOcean's solution](#)

**1201.**

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[FloatingOcean's solution](#)

**1202.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[FloatingOcean's solution](#)

**1203.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[FloatingOcean's solution](#)

**1204.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[FloatingOcean's solution](#)

**1205.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[FloatingOcean's solution](#)

**1206.**

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[FloatingOcean's solution](#)

**1207.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[FloatingOcean's solution](#)

**1208.**

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[FloatingOcean's solution](#)

**1209.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[FloatingOcean's solution](#)

**1210.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2024-05-10 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**1211.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[FloatingOcean's solution](#)

**1212.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[FloatingOcean's solution](#)

**1213.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[FloatingOcean's solution](#)

**1214.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[FloatingOcean's solution](#)

**1215.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[FloatingOcean's solution](#)

**1216.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[FloatingOcean's solution](#)

**1217.**

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[FloatingOcean's solution](#)

**1218.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[FloatingOcean's solution](#)

**1219.**

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[FloatingOcean's solution](#)

**1220.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[FloatingOcean's solution](#)

**1221.**

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[FloatingOcean's solution](#)

**1222.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[FloatingOcean's solution](#)

**1223.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[FloatingOcean's solution](#)

**1224.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[FloatingOcean's solution](#)

**1225.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**1226.**

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[FloatingOcean's solution](#)

**1227.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[FloatingOcean's solution](#)

**1228.**

1625C

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

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[FloatingOcean's solution](#)

**1229.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[FloatingOcean's solution](#)

**1230.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[FloatingOcean's solution](#)

**1231.**

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[FloatingOcean's solution](#)

**1232.**

1948D

[Tandem Repeats? · Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[FloatingOcean's solution](#)

**1233.**

1644D

[Cross Coloring · Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[FloatingOcean's solution](#)

**1234.**

1658C

[Shinju and the Lost Permutation · Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FloatingOcean's solution](#)

**1235.**

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[FloatingOcean's solution](#)

**1236.**

1661C

[Water the Trees · Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[FloatingOcean's solution](#)

**1237.**

1529D

[Kavi on Pairing Duty · Tutorial](#)

Rating: 1700 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[FloatingOcean's solution](#)

**1238.**

1670D

[Very Suspicious · Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[FloatingOcean's solution](#)

**1239.**

1678D

[Tokitsukaze and Meeting · Tutorial](#)

Rating: 1700 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[FloatingOcean's solution](#)

**1240.**

1931F

[Chat Screenshots · Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[FloatingOcean's solution](#)

**1241.**

1684D

[Traps · Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[FloatingOcean's solution](#)

**1242.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[FloatingOcean's solution](#)

**1243.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[FloatingOcean's solution](#)

**1244.**

1688C

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

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[FloatingOcean's solution](#)

**1245.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, strings

[FloatingOcean's solution](#)

**1246.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[FloatingOcean's solution](#)

**1247.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[FloatingOcean's solution](#)

**1248.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[FloatingOcean's solution](#)

**1249.**

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[FloatingOcean's solution](#)

**1250.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[FloatingOcean's solution](#)

**1251.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[FloatingOcean's solution](#)

**1252.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**1253.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[FloatingOcean's solution](#)

**1254.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[FloatingOcean's solution](#)

**1255.**

1890D

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

Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, sortings

[FloatingOcean's solution](#)

**1256.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[FloatingOcean's solution](#)

**1257.**

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[FloatingOcean's solution](#)

**1258.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[FloatingOcean's solution](#)

**1259.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[FloatingOcean's solution](#)

**1260.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[FloatingOcean's solution](#)

**1261.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[FloatingOcean's solution](#)

**1262.**

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[FloatingOcean's solution](#)

**1263.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[FloatingOcean's solution](#)

**1264.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[FloatingOcean's solution](#)

**1265.**

1822G1

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

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[FloatingOcean's solution](#)

**1266.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[FloatingOcean's solution](#)

**1267.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[FloatingOcean's solution](#)

**1268.**

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[FloatingOcean's solution](#)

**1269.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[FloatingOcean's solution](#)

**1270.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[FloatingOcean's solution](#)

**1271.**

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[FloatingOcean's solution](#)

**1272.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs  
[FloatingOcean's solution](#)

**1273.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-27 · Java 17 (first AC) · Tags: binary search, math, number theory, sortings, two pointers  
[FloatingOcean's solution](#)

**1274.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings  
[FloatingOcean's solution](#)

**1275.**

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2023-01-10 · Java 17 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory  
[FloatingOcean's solution](#)

**1276.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-01-09 · Java 17 (first AC) · Tags: bitmasks, brute force, hashing, math, number theory  
[FloatingOcean's solution](#)

**1277.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · Java 17 (first AC) · Tags: binary search, greedy, sortings  
[FloatingOcean's solution](#)

**1278.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees  
[FloatingOcean's solution](#)

**1279.**

2093F

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

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy  
[FloatingOcean's solution](#)

**1280.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[FloatingOcean's solution](#)

**1281.**

2091F

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

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp  
[FloatingOcean's solution](#)

**1282.**

2082C

[Math Division](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-16 · last AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[FloatingOcean's solution](#)

**1283.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[FloatingOcean's solution](#)

**1284.**

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[FloatingOcean's solution](#)

**1285.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[FloatingOcean's solution](#)

**1286.**

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[FloatingOcean's solution](#)

**1287.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[FloatingOcean's solution](#)

**1288.**

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[FloatingOcean's solution](#)

**1289.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[FloatingOcean's solution](#)

**1290.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[FloatingOcean's solution](#)

**1291.**

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[FloatingOcean's solution](#)

**1292.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[FloatingOcean's solution](#)

**1293.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[FloatingOcean's solution](#)

**1294.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, greedy

[FloatingOcean's solution](#)

**1295.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[FloatingOcean's solution](#)

**1296.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, trees

[FloatingOcean's solution](#)

**1297.**

2007E

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

Rating: 1800 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[FloatingOcean's solution](#)

**1298.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[FloatingOcean's solution](#)

**1299.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[FloatingOcean's solution](#)

**1300.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[FloatingOcean's solution](#)

**1301.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[FloatingOcean's solution](#)

**1302.**

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[FloatingOcean's solution](#)

**1303.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FloatingOcean's solution](#)

**1304.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[FloatingOcean's solution](#)

**1305.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[FloatingOcean's solution](#)

**1306.**

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, two pointers

[FloatingOcean's solution](#)

**1307.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[FloatingOcean's solution](#)

**1308.**

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings, strings

[FloatingOcean's solution](#)

**1309.**

1966D

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

Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[FloatingOcean's solution](#)

**1310.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[FloatingOcean's solution](#)

**1311.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[FloatingOcean's solution](#)

**1312.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[FloatingOcean's solution](#)**1313.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[FloatingOcean's solution](#)**1314.**

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[FloatingOcean's solution](#)**1315.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[FloatingOcean's solution](#)**1316.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[FloatingOcean's solution](#)**1317.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[FloatingOcean's solution](#)**1318.**

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[FloatingOcean's solution](#)**1319.**

1631D

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

Rating: 1800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[FloatingOcean's solution](#)**1320.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[FloatingOcean's solution](#)**1321.**

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[FloatingOcean's solution](#)

**1322.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation  
[FloatingOcean's solution](#)

**1323.**

1675F

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

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[FloatingOcean's solution](#)

**1324.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[FloatingOcean's solution](#)

**1325.**

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation  
[FloatingOcean's solution](#)

**1326.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers  
[FloatingOcean's solution](#)

**1327.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math  
[FloatingOcean's solution](#)

**1328.**

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, greedy  
[FloatingOcean's solution](#)

**1329.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings  
[FloatingOcean's solution](#)

**1330.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings  
[FloatingOcean's solution](#)

**1331.**

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers  
[FloatingOcean's solution](#)

**1332.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[FloatingOcean's solution](#)

**1333.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[FloatingOcean's solution](#)

**1334.**

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[FloatingOcean's solution](#)

**1335.**

1719D1

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

Rating: 1800 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[FloatingOcean's solution](#)

**1336.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[FloatingOcean's solution](#)

**1337.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[FloatingOcean's solution](#)

**1338.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[FloatingOcean's solution](#)

**1339.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[FloatingOcean's solution](#)

**1340.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[FloatingOcean's solution](#)

**1341.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[FloatingOcean's solution](#)

**1342.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[FloatingOcean's solution](#)

**1343.**

1758D

[Range = " Sum Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[FloatingOcean's solution](#)

**1344.**

1780D

[Bit Guessing Game · Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-27 · Java 17 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[FloatingOcean's solution](#)

**1345.**

1782D

[Many Perfect Squares · Tutorial](#)

Rating: 1800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[FloatingOcean's solution](#)

**1346.**

2133D

[Chicken Jockey · Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[FloatingOcean's solution](#)

**1347.**

2117G

[Omg Graph · Tutorial](#)

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

[FloatingOcean's solution](#)

**1348.**

2109D

[D/D/D · Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[FloatingOcean's solution](#)

**1349.**

2094H

[La Vaca Saturno Saturnita · Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[FloatingOcean's solution](#)

**1350.**

2093G

[Shorten the Array · Tutorial](#)

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[FloatingOcean's solution](#)

**1351.**

2090E1

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

Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, two pointers

[FloatingOcean's solution](#)

**1352.**

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation, interactive, math

[FloatingOcean's solution](#)

**1353.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[FloatingOcean's solution](#)

**1354.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[FloatingOcean's solution](#)

**1355.**

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[FloatingOcean's solution](#)

**1356.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[FloatingOcean's solution](#)

**1357.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[FloatingOcean's solution](#)

**1358.**

2044F

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[FloatingOcean's solution](#)

**1359.**

2044G2

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

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[FloatingOcean's solution](#)

**1360.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[FloatingOcean's solution](#)

**1361.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[FloatingOcean's solution](#)

**1362.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[FloatingOcean's solution](#)

**1363.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[FloatingOcean's solution](#)

**1364.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**1365.**

1494C

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Quality: 5,729 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[FloatingOcean's solution](#)

**1366.**

1496D

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Rating: 1900 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[FloatingOcean's solution](#)

**1367.**

1484D

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Rating: 1900 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, implementation

[FloatingOcean's solution](#)

**1368.**

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[FloatingOcean's solution](#)

**1369.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[FloatingOcean's solution](#)

**1370.**

1509D

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

Rating: 1900 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[FloatingOcean's solution](#)

**1371.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[FloatingOcean's solution](#)

**1372.**

1527B2

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

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[FloatingOcean's solution](#)

**1373.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[FloatingOcean's solution](#)

**1374.**

2001D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[FloatingOcean's solution](#)

**1375.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[FloatingOcean's solution](#)

**1376.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[FloatingOcean's solution](#)

**1377.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[FloatingOcean's solution](#)

**1378.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[FloatingOcean's solution](#)

**1379.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[FloatingOcean's solution](#)

**1380.**

1980F1

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

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[FloatingOcean's solution](#)

**1381.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[FloatingOcean's solution](#)

**1382.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

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**1383.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[FloatingOcean's solution](#)

**1384.**

1546D

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

Rating: 1900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

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**1385.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[FloatingOcean's solution](#)

**1386.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[FloatingOcean's solution](#)

**1387.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[FloatingOcean's solution](#)

**1388.**

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[FloatingOcean's solution](#)

**1389.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[FloatingOcean's solution](#)

**1390.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[FloatingOcean's solution](#)

**1391.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest

paths, trees

[FloatingOcean's solution](#)

**1392.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[FloatingOcean's solution](#)

**1393.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[FloatingOcean's solution](#)

**1394.**

1591D

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

Rating: 1900 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[FloatingOcean's solution](#)

**1395.**

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[FloatingOcean's solution](#)

**1396.**

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[FloatingOcean's solution](#)

**1397.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[FloatingOcean's solution](#)

**1398.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[FloatingOcean's solution](#)

**1399.**

1649E

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

Rating: 1900 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[FloatingOcean's solution](#)

**1400.**

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[FloatingOcean's solution](#)

**1401.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[FloatingOcean's solution](#)

**1402.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[FloatingOcean's solution](#)

**1403.**

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[FloatingOcean's solution](#)

**1404.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[FloatingOcean's solution](#)

**1405.**

1938C

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

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1406.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[FloatingOcean's solution](#)

**1407.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[FloatingOcean's solution](#)

**1408.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[FloatingOcean's solution](#)

**1409.**

1678E

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[FloatingOcean's solution](#)

**1410.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[FloatingOcean's solution](#)

**1411.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[FloatingOcean's solution](#)

**1412.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[FloatingOcean's solution](#)

**1413.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[FloatingOcean's solution](#)

**1414.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math  
[FloatingOcean's solution](#)

**1415.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation  
[FloatingOcean's solution](#)

**1416.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[FloatingOcean's solution](#)

**1417.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
[FloatingOcean's solution](#)

**1418.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees  
[FloatingOcean's solution](#)

**1419.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math  
[FloatingOcean's solution](#)

**1420.**

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math  
[FloatingOcean's solution](#)

**1421.**

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings  
[FloatingOcean's solution](#)

**1422.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[FloatingOcean's solution](#)

**1423.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[FloatingOcean's solution](#)

**1424.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[FloatingOcean's solution](#)

**1425.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[FloatingOcean's solution](#)

**1426.**

1719D2

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

Rating: 1900 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, math

[FloatingOcean's solution](#)

**1427.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math

[FloatingOcean's solution](#)

**1428.**

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[FloatingOcean's solution](#)

**1429.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[FloatingOcean's solution](#)

**1430.**

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[FloatingOcean's solution](#)

**1431.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[FloatingOcean's solution](#)

**1432.**

1744E2

[Divisible Numbers \(hard version\) · Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[FloatingOcean's solution](#)

**1433.**

1794D

[Counting Factorizations · Tutorial](#)

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[FloatingOcean's solution](#)

**1434.**

1800F

[Dasha and Nightmares · Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[FloatingOcean's solution](#)

**1435.**

1799D1

[Hot Start Up \(easy version\) · Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[FloatingOcean's solution](#)

**1436.**

1747D

[Yet Another Problem · Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[FloatingOcean's solution](#)

**1437.**

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-06 · Java 17 (first AC) · Tags: binary search, greedy, sortings

[FloatingOcean's solution](#)

**1438.**

1786D

[Letter Exchange · Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · Java 17 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[FloatingOcean's solution](#)

**1439.**

2136E

[By the Assignment · Tutorial](#)

Rating: 2000 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[FloatingOcean's solution](#)

**1440.**

2114F

[Small Operations · Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[FloatingOcean's solution](#)

**1441.**

2103D

[Local Construction · Tutorial](#)

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[FloatingOcean's solution](#)

**1442.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[FloatingOcean's solution](#)

**1443.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[FloatingOcean's solution](#)

**1444.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[FloatingOcean's solution](#)

**1445.**

2074F

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

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[FloatingOcean's solution](#)

**1446.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[FloatingOcean's solution](#)

**1447.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[FloatingOcean's solution](#)

**1448.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[FloatingOcean's solution](#)

**1449.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[FloatingOcean's solution](#)

**1450.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[FloatingOcean's solution](#)

**1451.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy,

implementation, math

[FloatingOcean's solution](#)

**1452.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[FloatingOcean's solution](#)

**1453.**

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[FloatingOcean's solution](#)

**1454.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[FloatingOcean's solution](#)

**1455.**

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[FloatingOcean's solution](#)

**1456.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[FloatingOcean's solution](#)

**1457.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[FloatingOcean's solution](#)

**1458.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[FloatingOcean's solution](#)

**1459.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[FloatingOcean's solution](#)

**1460.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[FloatingOcean's solution](#)

**1461.**

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[FloatingOcean's solution](#)

**1462.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[FloatingOcean's solution](#)

**1463.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[FloatingOcean's solution](#)

**1464.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[FloatingOcean's solution](#)

**1465.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[FloatingOcean's solution](#)

**1466.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[FloatingOcean's solution](#)

**1467.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[FloatingOcean's solution](#)

**1468.**

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[FloatingOcean's solution](#)

**1469.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FloatingOcean's solution](#)

**1470.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[FloatingOcean's solution](#)

**1471.**

1589D

[Guess the Permutation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[FloatingOcean's solution](#)

**1472.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[FloatingOcean's solution](#)

**1473.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[FloatingOcean's solution](#)

**1474.**

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[FloatingOcean's solution](#)

**1475.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**1476.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers

[FloatingOcean's solution](#)

**1477.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[FloatingOcean's solution](#)

**1478.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[FloatingOcean's solution](#)

**1479.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[FloatingOcean's solution](#)

**1480.**

1944D

[Non-Palindromic Substring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[FloatingOcean's solution](#)

**1481.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[FloatingOcean's solution](#)

**1482.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[FloatingOcean's solution](#)

**1483.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[FloatingOcean's solution](#)

**1484.**

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[FloatingOcean's solution](#)

**1485.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[FloatingOcean's solution](#)

**1486.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[FloatingOcean's solution](#)

**1487.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[FloatingOcean's solution](#)

**1488.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[FloatingOcean's solution](#)

**1489.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**1490.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[FloatingOcean's solution](#)

**1491.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[FloatingOcean's solution](#)

**1492.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-27 · last AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[FloatingOcean's solution](#)

**1493.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[FloatingOcean's solution](#)

**1494.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[FloatingOcean's solution](#)

**1495.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[FloatingOcean's solution](#)

**1496.**

1719E

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

Rating: 2000 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, number theory

[FloatingOcean's solution](#)

**1497.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[FloatingOcean's solution](#)

**1498.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[FloatingOcean's solution](#)

**1499.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[FloatingOcean's solution](#)

**1500.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-20 · Java 17 (first AC) · Tags: brute force, constructive algorithms, greedy

[FloatingOcean's solution](#)

**1501.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**1502.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · last AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[FloatingOcean's solution](#)

**1503.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[FloatingOcean's solution](#)

**1504.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[FloatingOcean's solution](#)

**1505.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[FloatingOcean's solution](#)

**1506.**

2051G

[Snakes](#) · [Tutorial](#)

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

[FloatingOcean's solution](#)

**1507.**

2044H

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

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[FloatingOcean's solution](#)

**1508.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[FloatingOcean's solution](#)

**1509.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[FloatingOcean's solution](#)

**1510.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[FloatingOcean's solution](#)

**1511.**

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[FloatingOcean's solution](#)

**1512.**

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[FloatingOcean's solution](#)

**1513.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[FloatingOcean's solution](#)

**1514.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-09-16 · last AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[FloatingOcean's solution](#)

**1515.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, ternary search

[FloatingOcean's solution](#)

**1516.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[FloatingOcean's solution](#)

**1517.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[FloatingOcean's solution](#)

**1518.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[FloatingOcean's solution](#)

**1519.**

1910E

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

Quality: 244 global accepts · Rating: 2100 · first AC: 2024-08-25 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[FloatingOcean's solution](#)

**1520.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2024-08-24 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[FloatingOcean's solution](#)

**1521.**

1547G

[How Many Paths? · Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FloatingOcean's solution](#)

**1522.**

1530E

[Minimax · Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[FloatingOcean's solution](#)

**1523.**

1553E

[Permutation Shift · Tutorial](#)

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[FloatingOcean's solution](#)

**1524.**

1971H

[±1 · Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[FloatingOcean's solution](#)

**1525.**

1551D2

[Domino \(hard version\) · Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[FloatingOcean's solution](#)

**1526.**

1560F2

[Nearest Beautiful Number \(hard version\) · Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[FloatingOcean's solution](#)

**1527.**

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[FloatingOcean's solution](#)

**1528.**

1621D

[The Winter Hike · Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[FloatingOcean's solution](#)

**1529.**

1626D

[Martial Arts Tournament · Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[FloatingOcean's solution](#)

**1530.**

1660F2

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

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

[FloatingOcean's solution](#)

**1531.**

1668D

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

Quality: 2100 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[FloatingOcean's solution](#)

**1532.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[FloatingOcean's solution](#)

**1533.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[FloatingOcean's solution](#)

**1534.**

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[FloatingOcean's solution](#)

**1535.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[FloatingOcean's solution](#)

**1536.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[FloatingOcean's solution](#)

**1537.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[FloatingOcean's solution](#)

**1538.**

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[FloatingOcean's solution](#)

**1539.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[FloatingOcean's solution](#)

**1540.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 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

[FloatingOcean's solution](#)

**1541.**

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[FloatingOcean's solution](#)

**1542.**

2065H

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

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[FloatingOcean's solution](#)

**1543.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[FloatingOcean's solution](#)

**1544.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[FloatingOcean's solution](#)

**1545.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[FloatingOcean's solution](#)

**1546.**

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[FloatingOcean's solution](#)

**1547.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[FloatingOcean's solution](#)

**1548.**

1501D

[Two chandeliers](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math

[FloatingOcean's solution](#)

**1549.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[FloatingOcean's solution](#)

**1550.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[FloatingOcean's solution](#)

**1551.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[FloatingOcean's solution](#)

**1552.**

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[FloatingOcean's solution](#)

**1553.**

1520G

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

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[FloatingOcean's solution](#)

**1554.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[FloatingOcean's solution](#)

**1555.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2024-09-06 · last AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[FloatingOcean's solution](#)

**1556.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[FloatingOcean's solution](#)

**1557.**

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++23 (GCC 14-64, winlibs) (first AC) · Tags: binary search, brute force, data structures, implementation

[FloatingOcean's solution](#)

**1558.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[FloatingOcean's solution](#)

**1559.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[FloatingOcean's solution](#)

**1560.**

1985H2

[Maximize the Largest Component \(Hard Version\) · Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[FloatingOcean's solution](#)

**1561.**

1968G2

[Division + LCP \(hard version\) · Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[FloatingOcean's solution](#)

**1562.**

1926F

[Vlad and Avoiding X · Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[FloatingOcean's solution](#)

**1563.**

1867E2

[Salyg1n and Array \(hard version\) · Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[FloatingOcean's solution](#)

**1564.**

1800G

[Symmetree · Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[FloatingOcean's solution](#)

**1565.**

1811G2

[Vlad and the Nice Paths \(hard version\) · Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[FloatingOcean's solution](#)

**1566.**

1730D

[Prefixes and Suffixes · Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[FloatingOcean's solution](#)

**1567.**

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[FloatingOcean's solution](#)

**1568.**

1795E

[Explosions? · Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[FloatingOcean's solution](#)

**1569.**

2134D

[Sliding Tree · Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs

and similar, greedy, implementation, trees

[FloatingOcean's solution](#)

**1570.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[FloatingOcean's solution](#)

**1571.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[FloatingOcean's solution](#)

**1572.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[FloatingOcean's solution](#)

**1573.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[FloatingOcean's solution](#)

**1574.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[FloatingOcean's solution](#)

**1575.**

1496E

[Garden of the Sun](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[FloatingOcean's solution](#)

**1576.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[FloatingOcean's solution](#)

**1577.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[FloatingOcean's solution](#)

**1578.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[FloatingOcean's solution](#)

**1579.**

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[FloatingOcean's solution](#)

**1580.**

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[FloatingOcean's solution](#)

**1581.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[FloatingOcean's solution](#)

**1582.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[FloatingOcean's solution](#)

**1583.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[FloatingOcean's solution](#)

**1584.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[FloatingOcean's solution](#)

**1585.**

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[FloatingOcean's solution](#)

**1586.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[FloatingOcean's solution](#)

**1587.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[FloatingOcean's solution](#)

**1588.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[FloatingOcean's solution](#)

**1589.**

2063F1

[Counting Is Not Fun \(Easy Version\) · Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[FloatingOcean's solution](#)

**1590.**

1523D

[Love-Hate · Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-09-06 · last AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[FloatingOcean's solution](#)

**1591.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[FloatingOcean's solution](#)

**1592.**

873F

[Forbidden Indices · Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dsu, string suffix structures, strings

[FloatingOcean's solution](#)

**1593.**

1174F

[Ehab and the Big Finale · Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[FloatingOcean's solution](#)

**1594.**

1617D2

[Too Many Impostors \(hard version\) · Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[FloatingOcean's solution](#)

**1595.**

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[FloatingOcean's solution](#)

**1596.**

2082D

[Balancing · Tutorial](#)

Rating: 2500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[FloatingOcean's solution](#)

**1597.**

2057E2

[Another Exercise on Graphs \(hard version\) · Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[FloatingOcean's solution](#)

**1598.**

1497E2

[Square-Free Division \(hard version\) · Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[FloatingOcean's solution](#)

**1599.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[FloatingOcean's solution](#)

**1600.**

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[FloatingOcean's solution](#)

**1601.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[FloatingOcean's solution](#)

**1602.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[FloatingOcean's solution](#)

**1603.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[FloatingOcean's solution](#)

**1604.**

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[FloatingOcean's solution](#)

**1605.**

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive

[FloatingOcean's solution](#)

**1606.**

1836F

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[FloatingOcean's solution](#)

**1607.**

105977E

[Santab](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1608.**

105977G

[Eisob](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FloatingOcean's solution](#)

### 1609.

105977J

[g.j.m.h.t.h.n.'ñ](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FloatingOcean's solution](#)

### 1610.

105977K

[VERTeX](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FloatingOcean's solution](#)

### 1611.

105977L

[O.T.e.p.r.i.a.l](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FloatingOcean's solution](#)

### 1612.

105977M

[S.O.C.I.a.l](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FloatingOcean's solution](#)

### 1613.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search, brute force

[FloatingOcean's solution](#)

### 1614.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, expression parsing, number theory

[FloatingOcean's solution](#)

### 1615.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[FloatingOcean's solution](#)

### 1616.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, games, interactive

[FloatingOcean's solution](#)

### 1617.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[FloatingOcean's solution](#)

### 1618.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, string suffix structures

[FloatingOcean's solution](#)

**1619.**

104008C

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

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1620.**

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1621.**

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1622.**

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1623.**

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1624.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · last AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1625.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1626.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1627.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1628.**

104768G

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

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1629.**

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

[FloatingOcean's solution](#)

**1630.**

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

[FloatingOcean's solution](#)

**1631.**

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[FloatingOcean's solution](#)

**1632.**

1663H

[Cross-Language Program · Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2024-03-04 · Text (first AC) · Tags: \*special, constructive algorithms

[FloatingOcean's solution](#)

**1633.**

1663F

[In Every Generation... · Tutorial](#)

Quality: 378 global accepts · Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, strings

[FloatingOcean's solution](#)

**1634.**

1663E

[Are You Safe? · Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation

[FloatingOcean's solution](#)

**1635.**

1663D

[Is it rated - 3 · Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, combinatorics, dp, math

[FloatingOcean's solution](#)

**1636.**

1663C

[P Ö! Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation, math

[FloatingOcean's solution](#)

**1637.**

1663B

[Mike's Sequence · Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, divide and conquer, implementation, math

[FloatingOcean's solution](#)

**1638.**

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2024-03-04 · Text (first AC) · Tags: \*special, expression parsing, trees

[FloatingOcean's solution](#)

**1639.**

104303H

[b r1XTU tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1640.**

104303F

[gunna°•@Nö...cye6](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1641.**

104303E

[UNVap\[W\]](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1642.**

104303D

["•"YIBTC](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1643.**

104303C

[NOCRAfM](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1644.**

104303B

[qTMjebSyh](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1645.**

104303A

[{~R0Ufial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[FloatingOcean's solution](#)

**1646.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-04-03 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[FloatingOcean's solution](#)

**1647.**

1812I

[Mountain Climber](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[FloatingOcean's solution](#)

**1648.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[FloatingOcean's solution](#)

**1649.**

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, geometry, math

[FloatingOcean's solution](#)

**1650.**

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, number theory

[FloatingOcean's solution](#)

**1651.**

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[FloatingOcean's solution](#)

### 1652.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, math, number theory

[FloatingOcean's solution](#)

### 1653.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, implementation

[FloatingOcean's solution](#)

### 1654.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, strings

[FloatingOcean's solution](#)

### 1655.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[FloatingOcean's solution](#)