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# Unique solved — Fostok

Links: problem (problemset), Tutorial, submission (first AC).
Sort: Problem rating · easier first
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**1.**
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**107.**
2109A
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**108.**
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**109.**
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4A
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1668A
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**112.**
1905A
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**113.**
2107A
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**114.**
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**116.**
2096A
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**117.**
2104A
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**118.**
2106A
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**119.**
2103A
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2094B
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**121.**
2094A
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2093A
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1672B
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**125.**
1672A
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2086A
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1728B
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**128.**
1728A
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**129.**
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**131.**
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**132.**
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**133.**
2075A
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2082A
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**135.**
1670A
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**136.**
1678B1
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**137.**
1678A
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**138.**
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2074A
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1682A
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**141.**
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2070A
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2072A
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**146.**
1882A
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**148.**
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**151.**
2065B
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**152.**
2065A
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2059A
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**154.**
1694A
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**155.**
1435A
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**156.**
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**157.**
1688A
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**158.**
2062A
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**159.**
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**160.**
2063A
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**161.**
2061A
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**162.**
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**163.**
2056A
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**164.**
2055A
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**165.**
1700A
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**166.**
2038J
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**167.**
2057A
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**168.**
2038N
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**169.**
1146A
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**170.**
2053A
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**171.**
1698B
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**172.**
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**173.**
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**174.**
1454A
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**175.**
1699A
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**176.**
2043A
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**177.**
1783A
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**178.**
2051B
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**179.**
2051A
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**180.**
1708A
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**181.**
1712B
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**182.**
1712A
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**183.**
2049A
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**184.**
1763A
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**185.**
2048A
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**186.**
2044C
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**187.**
2044B
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**188.**
2044A
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**189.**
2040A
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**190.**
2047A
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**191.**
2050A
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**192.**
2042A
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**193.**
2034A
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**194.**
1859A
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**195.**
2039A
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**196.**
2020A
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**197.**
1872A
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**198.**
1711A
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1506A
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**200.**
2037B
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**201.**
2037A
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**202.**
2031A
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**203.**
2029A
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**204.**
2036B
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2036A
**Quintomania** · Tutorial
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Fostok's solution

**206.**
2032A
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**207.**
1717A
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**208.**
2035A
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Fostok's solution

**209.**
2027A
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Fostok's solution

**210.**
2033A
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Fostok's solution

**211.**
1551B1
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Fostok's solution

**212.**
1551A
**Polycarp and Coins** · Tutorial
Quality: 58,366 global accepts · Rating: 800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Fostok's solution

**213.**
1607A
**Linear Keyboard** · Tutorial
Quality: 40,687 global accepts · Rating: 800 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Fostok's solution

**214.**
2024A
**Profitable Interest Rate** · Tutorial
Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Fostok's solution

**215.**
2030B
**Minimise Oneness** · Tutorial
Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math
Fostok's solution

**216.**
2030A
**A Gift From Orangutan** · Tutorial
Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
Fostok's solution

**217.**
1921A
**Square** · Tutorial
Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · last AC: 2024-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Fostok's solution

**218.**
1733A
**Consecutive Sum** · Tutorial
Quality: 21,856 global accepts · Rating: 800 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Fostok's solution

**219.**
1916A
**2023** · Tutorial
Quality: 28,315 global accepts · Rating: 800 · first AC: 2024-01-02 · last AC: 2024-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
Fostok's solution

**220.**
2025A
**Two Screens** · Tutorial
Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers
Fostok's solution

**221.**
1730A
**Planets** · Tutorial
Quality: 24,816 global accepts · Rating: 800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Fostok's solution

**222.**
2022A
**Bus to Pénjamo** · Tutorial
Quality: 17,239 global accepts · Rating: 800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Fostok's solution

**223.**
1856A
**Tales of a Sort** · Tutorial
Quality: 28,161 global accepts · Rating: 800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**224.**
1735A
**Working Week** · Tutorial
Quality: 21,058 global accepts · Rating: 800 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Fostok's solution

**225.**
1837A
**Grasshopper on a Line** · Tutorial
Quality: 54,860 global accepts · Rating: 800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**226.**
1748A
**The Ultimate Square** · Tutorial
Quality: 25,315 global accepts · Rating: 800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math
Fostok's solution

**227.**
1775A1
**Gardener and the Capybaras (easy version)** · Tutorial
Quality: 20,415 global accepts · Rating: 800 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
Fostok's solution

**228.**
1731A
**Joey Takes Money** · Tutorial
Quality: 23,669 global accepts · Rating: 800 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Fostok's solution

**229.**
1778A
**Flip Flop Sum** · Tutorial
Quality: 25,764 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Fostok's solution

**230.**
2021A
**Meaning Mean** · Tutorial

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
Fostok's solution

**231.**
2019A
**Max Plus Size** · Tutorial
Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
Fostok's solution

**232.**
1762A
**Divide and Conquer** · Tutorial
Quality: 20,589 global accepts · Rating: 800 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Fostok's solution

**233.**
2014B
**Robin Hood and the Major Oak** · Tutorial
Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math
Fostok's solution

**234.**
2014A
**Robin Helps** · Tutorial
Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Fostok's solution

**235.**
2013A
**Zhan's Blender** · Tutorial
Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**236.**
1823A
**A-characteristic** · Tutorial
Quality: 17,173 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
Fostok's solution

**237.**
1806A
**Walking Master** · Tutorial
Quality: 43,485 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
Fostok's solution

**238.**
1862A
**Gift Carpet** · Tutorial
Quality: 36,268 global accepts · Rating: 800 · first AC: 2024-01-31 · last AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
Fostok's solution

**239.**
1884A
**Simple Design** · Tutorial
Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
Fostok's solution

**240.**
2009B
**osu!mania** · Tutorial
Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
Fostok's solution

**241.**
1890B
**Qingshan Loves Strings** · Tutorial
Quality: 18,766 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
Fostok's solution

**242.**
2008C
**Longest Good Array** · Tutorial
Quality: 36,485 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
Fostok's solution

**243.**
2008B
**Square or Not** · Tutorial
Quality: 32,959 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
Fostok's solution

**244.**
2008A
**Sakurako's Exam** · Tutorial
Quality: 41,798 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Fostok's solution

**245.**
1841A
**Game with Board** · Tutorial
Quality: 25,991 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
Fostok's solution

**246.**
2007A
**Dora's Set** · Tutorial
Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
Fostok's solution

**247.**
2010B
**Three Brothers** · Tutorial
Quality: 24,718 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
Fostok's solution

**248.**
2010A
**Alternating Sum of Numbers** · Tutorial
Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
Fostok's solution

**249.**
158A
**Next Round** · Tutorial
Quality: 320,557 global accepts · Rating: 800 · first AC: 2023-12-06 · last AC: 2024-08-26 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation
Fostok's solution

**250.**
1328A
**Divisibility Problem** · Tutorial
Quality: 131,934 global accepts · Rating: 800 · first AC: 2023-10-29 · last AC: 2024-08-26 · C++20 (GCC 11-64) (first AC) · Tags: math
Fostok's solution

**251.**
1692B
**All Distinct** · Tutorial

Quality: 39,441 global accepts · Rating: 800 · first AC: 2023-12-04 · last AC: 2024-08-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Fostok's solution

**252.**
2003B
**Turtle and Piggy Are Playing a Game 2** · Tutorial
Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
Fostok's solution

**253.**
2003A
**Turtle and Good Strings** · Tutorial
Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
Fostok's solution

**254.**
1825A
**LuoTianyi and the Palindrome String** · Tutorial
Quality: 20,767 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
Fostok's solution

**255.**
2002A
**Distanced Coloring** · Tutorial
Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
Fostok's solution

**256.**
2001B
**Generate Permutation** · Tutorial
Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
Fostok's solution

**257.**
2001A
**Make All Equal** · Tutorial
Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
Fostok's solution

**258.**
2004A
**Closest Point** · Tutorial
Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
Fostok's solution

**259.**
2000B
**Seating in a Bus** · Tutorial
Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
Fostok's solution

**260.**
2000A
**Primary Task** · Tutorial
Quality: 44,111 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
Fostok's solution

**261.**
1894A
**Secret Sport** · Tutorial
Quality: 20,433 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
Fostok's solution

**262.**
1896A
**Jagged Swaps** · Tutorial

Quality: 57,389 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: sortings
Fostok's solution

**263.**
1998A
**Find K Distinct Points with Fixed Center** · Tutorial
Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
Fostok's solution

**264.**
1822C
**Bun Lover** · Tutorial
Quality: 24,777 global accepts · Rating: 800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: math
Fostok's solution

**265.**
1999A
**A+B Again?** · Tutorial
Quality: 83,962 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
Fostok's solution

**266.**
1999C
**Showering** · Tutorial
Quality: 41,650 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
Fostok's solution

**267.**
1993A
**Question Marks** · Tutorial
Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
Fostok's solution

**268.**
1902A
**Binary Imbalance** · Tutorial
Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
Fostok's solution

**269.**
1997A
**Strong Password** · Tutorial
Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
Fostok's solution

**270.**
1991A
**Maximize the Last Element** · Tutorial
Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
Fostok's solution

**271.**
1761A
**Two Permutations** · Tutorial
Quality: 36,643 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
Fostok's solution

**272.**
1743A
**Password** · Tutorial
Quality: 29,547 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math
Fostok's solution

**273.**
1658B
**Marin and Anti-coprime Permutation** · Tutorial
Quality: 19,546 global accepts · Rating: 800 · first AC: 2024-03-31 · last AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
Fostok's solution

**274.**
1996B
**Scale** · Tutorial
Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
Fostok's solution

**275.**
1996A
**Legs** · Tutorial
Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
Fostok's solution

**276.**
1702B
**Polycarp Writes a String from Memory** · Tutorial
Quality: 29,307 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy
Fostok's solution

**277.**
1702A
**Round Down the Price** · Tutorial
Quality: 38,180 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
Fostok's solution

**278.**
1789B
**Serval and Inversion Magic** · Tutorial
Quality: 17,586 global accepts · Rating: 800 · first AC: 2024-04-11 · last AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers
Fostok's solution

**279.**
1995A
**Diagonals** · Tutorial
Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
Fostok's solution

**280.**
1994A
**Diverse Game** · Tutorial
Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
Fostok's solution

**281.**
1690C
**Restoring the Duration of Tasks** · Tutorial
Quality: 28,099 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
Fostok's solution

**282.**
1690B
**Array Decrements** · Tutorial
Quality: 26,936 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
Fostok's solution

**283.**
1690A
**Print a Pedestal (Codeforces logo?)** · Tutorial
Quality: 35,637 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
Fostok's solution

**284.**
1741B
**Funny Permutation** · Tutorial
Quality: 26,762 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**285.**
1741A
**Compare T-Shirt Sizes** · Tutorial
Quality: 33,804 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
Fostok's solution

**286.**
1992B
**Angry Monk** · Tutorial
Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
Fostok's solution

**287.**
1992A
**Only Pluses** · Tutorial
Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
Fostok's solution

**288.**
1983A
**Array Divisibility** · Tutorial
Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**289.**
80A
**Panoramix's Prediction** · Tutorial
Quality: 66,323 global accepts · Rating: 800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force
Fostok's solution

**290.**
427A
**Police Recruits** · Tutorial
Quality: 97,251 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation
Fostok's solution

**291.**
1987A
**Upload More RAM** · Tutorial
Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
Fostok's solution

**292.**
1989A
**Catch the Coin** · Tutorial
Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
Fostok's solution

**293.**
1814A
**Coins** · Tutorial
Quality: 51,479 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
Fostok's solution

**294.**
1982A
**Soccer** · Tutorial
Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings
Fostok's solution

**295.**
1986A
**X Axis** · Tutorial
Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
Fostok's solution

**296.**
1978B
**New Bakery** · Tutorial
Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search
Fostok's solution

**297.**
1978A
**Alice and Books** · Tutorial
Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
Fostok's solution

**298.**
1984A
**Strange Splitting** · Tutorial
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
Fostok's solution

**299.**
1858A
**Buttons** · Tutorial
Quality: 66,377 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
Fostok's solution

**300.**
1985B
**Maximum Multiple Sum** · Tutorial
Quality: 56,782 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
Fostok's solution

**301.**
1985A
**Creating Words** · Tutorial
Quality: 72,385 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
Fostok's solution

**302.**
1764A
**Doremy's Paint** · Tutorial
Quality: 17,456 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy
Fostok's solution

**303.**
1979A
**Guess the Maximum** · Tutorial
Quality: 31,794 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
Fostok's solution

**304.**
1980B
**Choosing Cubes** · Tutorial

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings
Fostok's solution

**305.**
1980A
**Problem Generator** · Tutorial
Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math
Fostok's solution

**306.**
1790B
**Taisia and Dice** · Tutorial
Quality: 28,997 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
Fostok's solution

**307.**
1790A
**Polycarp and the Day of Pi** · Tutorial
Quality: 41,055 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
Fostok's solution

**308.**
1981A
**Turtle and Piggy Are Playing a Game** · Tutorial
Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
Fostok's solution

**309.**
1976A
**Verify Password** · Tutorial
Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
Fostok's solution

**310.**
1895B
**Points and Minimum Distance** · Tutorial
Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
Fostok's solution

**311.**
1895A
**Treasure Chest** · Tutorial
Quality: 25,922 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: math
Fostok's solution

**312.**
1929B
**Sasha and the Drawing** · Tutorial
Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · last AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Fostok's solution

**313.**
1881A
**Don't Try to Count** · Tutorial
Quality: 59,382 global accepts · Rating: 800 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
Fostok's solution

**314.**
1352A
**Sum of Round Numbers** · Tutorial
Quality: 104,155 global accepts · Rating: 800 · first AC: 2023-12-10 · last AC: 2024-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Fostok's solution

**315.**
1977A
**Little Nikita** · Tutorial
Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math
Fostok's solution

**316.**
1975A
**Bazoka and Mocha's Array** · Tutorial
Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
Fostok's solution

**317.**
1974B
**Symmetric Encoding** · Tutorial
Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
Fostok's solution

**318.**
1974A
**Phone Desktop** · Tutorial
Quality: 37,928 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
Fostok's solution

**319.**
1901A
**Line Trip** · Tutorial
Quality: 75,378 global accepts · Rating: 800 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
Fostok's solution

**320.**
1903A
**Halloumi Boxes** · Tutorial
Quality: 79,707 global accepts · Rating: 800 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
Fostok's solution

**321.**
1898A
**Milica and String** · Tutorial
Quality: 17,427 global accepts · Rating: 800 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
Fostok's solution

**322.**
1971B
**Different String** · Tutorial
Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Fostok's solution

**323.**
1971A
**My First Sorting Problem** · Tutorial
Quality: 59,513 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
Fostok's solution

**324.**
1722C
**Word Game** · Tutorial
Quality: 36,183 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Fostok's solution

**325.**
1722B
**Colourblindness** · Tutorial
Quality: 56,468 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**326.**
1722A
**Spell Check** · Tutorial
Quality: 65,650 global accepts · Rating: 800 · first AC: 2023-10-30 · last AC: 2024-05-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**327.**
266B
**Queue at the School** · Tutorial
Quality: 166,118 global accepts · Rating: 800 · first AC: 2024-03-01 · last AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
Fostok's solution

**328.**
50A
**Domino piling** · Tutorial
Quality: 318,806 global accepts · Rating: 800 · first AC: 2023-11-05 · last AC: 2024-05-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Fostok's solution

**329.**
1861A
**Prime Deletion** · Tutorial
Quality: 25,937 global accepts · Rating: 800 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**330.**
1968B
**Prefiquence** · Tutorial
Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
Fostok's solution

**331.**
1968A
**Maximize?** · Tutorial
Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
Fostok's solution

**332.**
1972A
**Contest Proposal** · Tutorial
Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
Fostok's solution

**333.**
1969A
**Two Friends** · Tutorial
Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
Fostok's solution

**334.**
546A
**Soldier and Bananas** · Tutorial
Quality: 235,265 global accepts · Rating: 800 · first AC: 2023-10-29 · last AC: 2024-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
Fostok's solution

**335.**
1966A
**Card Exchange** · Tutorial
Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
Fostok's solution

**336.**
1579A
**Casimir's String Solitaire** · Tutorial
Quality: 42,000 global accepts · Rating: 800 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
Fostok's solution

**337.**
1832A
**New Palindrome** · Tutorial
Quality: 28,977 global accepts · Rating: 800 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: strings
Fostok's solution

**338.**
431A
**Black Square** · Tutorial
Quality: 65,962 global accepts · Rating: 800 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**339.**
1472B
**Fair Division** · Tutorial
Quality: 59,853 global accepts · Rating: 800 · first AC: 2023-10-28 · last AC: 2024-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
Fostok's solution

**340.**
677A
**Vanya and Fence** · Tutorial
Quality: 180,685 global accepts · Rating: 800 · first AC: 2023-10-27 · last AC: 2024-04-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation
Fostok's solution

**341.**
1925A
**We Got Everything Covered!** · Tutorial
Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
Fostok's solution

**342.**
1941A
**Rudolf and the Ticket** · Tutorial
Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · last AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Fostok's solution

**343.**
1569A
**Balanced Substring** · Tutorial
Quality: 26,554 global accepts · Rating: 800 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**344.**
1870A
**MEXanized Array** · Tutorial
Quality: 20,232 global accepts · Rating: 800 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Fostok's solution

**345.**
1957A
**Stickogon** · Tutorial
Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Fostok's solution

**346.**
1934A
**Too Min Too Max** · Tutorial
Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Fostok's solution

**347.**
1937A
**Shuffle Party** · Tutorial
Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Fostok's solution

**348.**
1956B
**Nene and the Card Game** · Tutorial
Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
Fostok's solution

**349.**
1956A
**Nene's Game** · Tutorial
Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy
Fostok's solution

**350.**
1917A
**Least Product** · Tutorial
Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**351.**
1843A
**Sasha and Array Coloring** · Tutorial
Quality: 37,314 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
Fostok's solution

**352.**
1955A
**Yogurt Sale** · Tutorial
Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math
Fostok's solution

**353.**
1676C
**Most Similar Words** · Tutorial
Quality: 34,641 global accepts · Rating: 800 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings
Fostok's solution

**354.**
1676B
**Equal Candies** · Tutorial
Quality: 60,654 global accepts · Rating: 800 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
Fostok's solution

**355.**
1921B
**Arranging Cats** · Tutorial
Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · last AC: 2024-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
Fostok's solution

**356.**
1360A
**Minimal Square** · Tutorial
Quality: 57,103 global accepts · Rating: 800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Fostok's solution

**357.**
1891A
**Sorting with Twos** · Tutorial
Quality: 20,543 global accepts · Rating: 800 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
Fostok's solution

**358.**
1942A
**Farmer John's Challenge** · Tutorial
Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**359.**
1842A
**Tenzing and Tsondu** · Tutorial
Quality: 20,797 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: games, math
Fostok's solution

**360.**
1873D
**1D Eraser** · Tutorial
Quality: 43,016 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
Fostok's solution

**361.**
1873C
**Target Practice** · Tutorial
Quality: 70,042 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Fostok's solution

**362.**
1950C
**Clock Conversion** · Tutorial
Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Fostok's solution

**363.**
1950B
**Upscaling** · Tutorial
Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**364.**
1950A
**Stair, Peak, or Neither?** · Tutorial
Quality: 69,460 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**365.**
1948A
**Special Characters** · Tutorial
Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
Fostok's solution

**366.**
1692A
**Marathon** · Tutorial
Quality: 85,767 global accepts · Rating: 800 · first AC: 2023-11-06 · last AC: 2024-03-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**367.**
1807C
**Find and Replace** · Tutorial
Quality: 34,338 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
Fostok's solution

**368.**
1791C
**Prepend and Append** · Tutorial
Quality: 74,218 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
Fostok's solution

**369.**
1791B
**Following Directions** · Tutorial
Quality: 52,667 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
Fostok's solution

**370.**
1791A
**Codeforces Checking** · Tutorial
Quality: 80,644 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Fostok's solution

**371.**
1946A
**Median of an Array** · Tutorial
Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
Fostok's solution

**372.**
1945A
**Setting up Camp** · Tutorial
Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Fostok's solution

**373.**
1915C
**Can I Square?** · Tutorial
Quality: 54,195 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
Fostok's solution

**374.**
1922A
**Tricky Template** · Tutorial
Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
Fostok's solution

**375.**
1944A
**Destroying Bridges** · Tutorial
Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
Fostok's solution

**376.**
1703C
**Cypher** · Tutorial
Quality: 40,844 global accepts · Rating: 800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
Fostok's solution

**377.**
1703B
**ICPC Balloons** · Tutorial
Quality: 66,193 global accepts · Rating: 800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Fostok's solution

**378.**
1851B
**Parity Sort** · Tutorial
Quality: 32,457 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

Fostok's solution

**379.**
1851A
**Escalator Conversations** · Tutorial
Quality: 31,506 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
Fostok's solution

**380.**
443A
**Anton and Letters** · Tutorial
Quality: 112,095 global accepts · Rating: 800 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Fostok's solution

**381.**
1816A
**Ian Visits Mary** · Tutorial
Quality: 18,865 global accepts · Rating: 800 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory
Fostok's solution

**382.**
1935A
**Entertainment in MAC** · Tutorial
Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
Fostok's solution

**383.**
200B
**Drinks** · Tutorial
Quality: 148,454 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Fostok's solution

**384.**
1669B
**Triple** · Tutorial
Quality: 55,555 global accepts · Rating: 800 · first AC: 2024-01-07 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
Fostok's solution

**385.**
1669C
**Odd/Even Increments** · Tutorial
Quality: 41,485 global accepts · Rating: 800 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Fostok's solution

**386.**
1857A
**Array Coloring** · Tutorial
Quality: 78,945 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Fostok's solution

**387.**
1933B
**Turtle Math: Fast Three Task** · Tutorial
Quality: 36,276 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
Fostok's solution

**388.**
1933A
**Turtle Puzzle: Rearrange and Negate** · Tutorial
Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
Fostok's solution

**389.**
1742A
**Sum** · Tutorial
Quality: 104,341 global accepts · Rating: 800 · first AC: 2023-10-28 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation
Fostok's solution

**390.**
1742B
**Increasing** · Tutorial
Quality: 61,107 global accepts · Rating: 800 · first AC: 2023-12-09 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
Fostok's solution

**391.**
268A
**Games** · Tutorial
Quality: 104,232 global accepts · Rating: 800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force
Fostok's solution

**392.**
1923A
**Moving Chips** · Tutorial
Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Fostok's solution

**393.**
1932A
**Thorns and Coins** · Tutorial
Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
Fostok's solution

**394.**
1760A
**Medium Number** · Tutorial
Quality: 79,953 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
Fostok's solution

**395.**
1760B
**Atilla's Favorite Problem** · Tutorial
Quality: 53,350 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
Fostok's solution

**396.**
1760C
**Advantage** · Tutorial
Quality: 43,827 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
Fostok's solution

**397.**
1926A
**Vlad and the Best of Five** · Tutorial
Quality: 62,213 global accepts · Rating: 800 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**398.**
1926B
**Vlad and Shapes** · Tutorial
Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
Fostok's solution

**399.**
1930A
**Maximise The Score** · Tutorial
Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

Fostok's solution

**400.**
136A
**Presents** · Tutorial
Quality: 146,570 global accepts · Rating: 800 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**401.**
1929A
**Sasha and the Beautiful Array** · Tutorial
Quality: 34,946 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
Fostok's solution

**402.**
1931A
**Recovering a Small String** · Tutorial
Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · last AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
Fostok's solution

**403.**
1931B
**Make Equal** · Tutorial
Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · last AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Fostok's solution

**404.**
1928A
**Rectangle Cutting** · Tutorial
Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
Fostok's solution

**405.**
116A
**Tram** · Tutorial
Quality: 176,583 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**406.**
1927A
**Make it White** · Tutorial
Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · last AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Fostok's solution

**407.**
1920A
**Satisfying Constraints** · Tutorial
Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Fostok's solution

**408.**
1850C
**Word on the Paper** · Tutorial
Quality: 53,549 global accepts · Rating: 800 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Fostok's solution

**409.**
469A
**I Wanna Be the Guy** · Tutorial
Quality: 121,227 global accepts · Rating: 800 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Fostok's solution

**410.**
1883A
**Morning** · Tutorial

Quality: 29,262 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math
Fostok's solution

**411.**
1913A
**Rating Increase** · Tutorial
Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-02-03 · last AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**412.**
1660B
**Vlad and Candies** · Tutorial
Quality: 29,754 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math
Fostok's solution

**413.**
1862B
**Sequence Game** · Tutorial
Quality: 55,036 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Fostok's solution

**414.**
1820A
**Yura's New Name** · Tutorial
Quality: 17,632 global accepts · Rating: 800 · first AC: 2024-01-25 · last AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Fostok's solution

**415.**
1795A
**Two Towers** · Tutorial
Quality: 24,652 global accepts · Rating: 800 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
Fostok's solution

**416.**
1611B
**Team Composition: Programmers and Mathematicians** · Tutorial
Quality: 31,919 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math
Fostok's solution

**417.**
1515A
**Phoenix and Gold** · Tutorial
Quality: 21,132 global accepts · Rating: 800 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Fostok's solution

**418.**
1618B
**Missing Bigram** · Tutorial
Quality: 23,836 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**419.**
1618A
**Polycarp and Sums of Subsequences** · Tutorial
Quality: 34,382 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
Fostok's solution

**420.**
1325A
**EhAb AnD gCd** · Tutorial
Quality: 46,212 global accepts · Rating: 800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

Fostok's solution

**421.**
1343B
**Balanced Array** · Tutorial
Quality: 65,155 global accepts · Rating: 800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**422.**
411A
**Password Check** · Tutorial
Quality: 8,103 global accepts · Rating: 800 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation
Fostok's solution

**423.**
1899A
**Game with Integers** · Tutorial
Quality: 92,824 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory
Fostok's solution

**424.**
1914A
**Problemsolving Log** · Tutorial
Quality: 35,158 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Fostok's solution

**425.**
492A
**Vanya and Cubes** · Tutorial
Quality: 63,574 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**426.**
1809A
**Garland** · Tutorial
Quality: 25,175 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**427.**
1480A
**Yet Another String Game** · Tutorial
Quality: 27,148 global accepts · Rating: 800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings
Fostok's solution

**428.**
1914B
**Preparing for the Contest** · Tutorial
Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**429.**
1900A
**Cover in Water** · Tutorial
Quality: 64,154 global accepts · Rating: 800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
Fostok's solution

**430.**
1797A
**Li Hua and Maze** · Tutorial
Quality: 19,486 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
Fostok's solution

**431.**
1650A
**Deletions of Two Adjacent Letters** · Tutorial
Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-12-02 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Fostok's solution

**432.**
1919B
**Plus-Minus Split** · Tutorial
Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Fostok's solution

**433.**
1919A
**Wallet Exchange** · Tutorial
Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math
Fostok's solution

**434.**
1879A
**Rigged!** · Tutorial
Quality: 24,522 global accepts · Rating: 800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Fostok's solution

**435.**
1624A
**Plus One on the Subset** · Tutorial
Quality: 60,286 global accepts · Rating: 800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math
Fostok's solution

**436.**
1915B
**Not Quite Latin Square** · Tutorial
Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation
Fostok's solution

**437.**
1915A
**Odd One Out** · Tutorial
Quality: 79,818 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation
Fostok's solution

**438.**
490A
**Team Olympiad** · Tutorial
Quality: 71,037 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
Fostok's solution

**439.**
1360B
**Honest Coach** · Tutorial
Quality: 53,731 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Fostok's solution

**440.**
520A
**Pangram** · Tutorial
Quality: 127,561 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Fostok's solution

**441.**
61A
**Ultra-Fast Mathematician** · Tutorial
Quality: 136,235 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**442.**
750A
**New Year and Hurry** · Tutorial
Quality: 92,568 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math
Fostok's solution

**443.**
1560A
**Dislike of Threes** · Tutorial
Quality: 73,519 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**444.**
996A
**Hit the Lottery** · Tutorial
Quality: 118,391 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
Fostok's solution

**445.**
1371A
**Magical Sticks** · Tutorial
Quality: 51,264 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math
Fostok's solution

**446.**
785A
**Anton and Polyhedrons** · Tutorial
Quality: 110,982 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Fostok's solution

**447.**
467A
**George and Accommodation** · Tutorial
Quality: 155,977 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**448.**
1154A
**Restoring Three Numbers** · Tutorial
Quality: 87,079 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math
Fostok's solution

**449.**
344A
**Magnets** · Tutorial
Quality: 153,368 global accepts · Rating: 800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**450.**
144A
**Arrival of the General** · Tutorial
Quality: 121,440 global accepts · Rating: 800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**451.**
1829C
**Mr. Perfectly Fine** · Tutorial
Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation
Fostok's solution

**452.**
1829B
**Blank Space** · Tutorial
Quality: 78,076 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**453.**
1619A
**Square String?** · Tutorial
Quality: 62,830 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Fostok's solution

**454.**
271A
**Beautiful Year** · Tutorial
Quality: 177,776 global accepts · Rating: 800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force
Fostok's solution

**455.**
110A
**Nearly Lucky Number** · Tutorial
Quality: 199,540 global accepts · Rating: 800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**456.**
41A
**Translation** · Tutorial
Quality: 188,500 global accepts · Rating: 800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Fostok's solution

**457.**
977A
**Wrong Subtraction** · Tutorial
Quality: 217,543 global accepts · Rating: 800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**458.**
266A
**Stones on the Table** · Tutorial
Quality: 244,636 global accepts · Rating: 800 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**459.**
59A
**Word** · Tutorial
Quality: 227,998 global accepts · Rating: 800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Fostok's solution

**460.**
339A
**Helpful Maths** · Tutorial
Quality: 275,442 global accepts · Rating: 800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings
Fostok's solution

**461.**
1907A
**Rook** · Tutorial
Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**462.**
263A
**Beautiful Matrix** · Tutorial
Quality: 318,095 global accepts · Rating: 800 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**463.**
1729A
**Two Elevators** · Tutorial
Quality: 45,905 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: math
Fostok's solution

**464.**
1692C
**Where's the Bishop?** · Tutorial
Quality: 38,920 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**465.**
228A
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Quality: 139,843 global accepts · Rating: 800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**466.**
486A
**Calculating Function** · Tutorial
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Fostok's solution

**467.**
1304A
**Two Rabbits** · Tutorial
Quality: 26,794 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: math
Fostok's solution

**468.**
1772A
**A+B?** · Tutorial
Quality: 60,438 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**469.**
723A
**The New Year: Meeting Friends** · Tutorial
Quality: 100,735 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings
Fostok's solution

**470.**
1850B
**Ten Words of Wisdom** · Tutorial
Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
Fostok's solution

**471.**
1850A
**To My Critics** · Tutorial
Quality: 74,218 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
Fostok's solution

**472.**
703A
**Mishka and Game** · Tutorial
Quality: 66,597 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**473.**
1030A
**In Search of an Easy Problem** · Tutorial
Quality: 171,502 global accepts · Rating: 800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**474.**
705A
**Hulk** · Tutorial
Quality: 132,129 global accepts · Rating: 800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**475.**
1873A
**Short Sort** · Tutorial
Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
Fostok's solution

**476.**
1351A
**A+B (Trial Problem)** · Tutorial
Quality: 26,941 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**477.**
1807B
**Grab the Candies** · Tutorial
Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Fostok's solution

**478.**
707A
**Brain's Photos** · Tutorial
Quality: 55,795 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**479.**
1703A
**YES or YES?** · Tutorial
Quality: 97,269 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
Fostok's solution

**480.**
1807A
**Plus or Minus** · Tutorial
Quality: 84,754 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Fostok's solution

**481.**
1553A
**Digits Sum** · Tutorial
Quality: 34,271 global accepts · Rating: 800 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
Fostok's solution

**482.**
734A
**Anton and Danik** · Tutorial
Quality: 195,580 global accepts · Rating: 800 · first AC: 2023-10-29 · Python 3 (first AC) · Tags: implementation, strings
Fostok's solution

**483.**
791A
**Bear and Big Brother** · Tutorial
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Fostok's solution

**484.**
282A
**Bit++** · Tutorial
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Fostok's solution

**485.**
112A
**Petya and Strings** · Tutorial
Quality: 287,325 global accepts · Rating: 800 · first AC: 2023-10-26 · Python 3 (first AC) · Tags: implementation, strings
Fostok's solution

**486.**
71A
**Way Too Long Words** · Tutorial
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Fostok's solution

**487.**
236A
**Boy or Girl** · Tutorial
Quality: 279,116 global accepts · Rating: 800 · first AC: 2023-10-25 · Python 3 (first AC) · Tags: brute force, implementation, strings
Fostok's solution

**488.**
281A
**Word Capitalization** · Tutorial
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Fostok's solution

**489.**
231A
**Team** · Tutorial
Quality: 430,379 global accepts · Rating: 800 · first AC: 2023-10-25 · Python 3 (first AC) · Tags: brute force, greedy
Fostok's solution

**490.**
630A
**Again Twenty Five!** · Tutorial
Quality: 93,546 global accepts · Rating: 800 · first AC: 2023-10-24 · Python 3 (first AC) · Tags: number theory
Fostok's solution

**491.**
1335A
**Candies and Two Sisters** · Tutorial
Quality: 104,818 global accepts · Rating: 800 · first AC: 2023-10-24 · Python 3 (first AC) · Tags: math
Fostok's solution

**492.**
617A
**Elephant** · Tutorial
Quality: 249,207 global accepts · Rating: 800 · first AC: 2023-10-23 · Python 3 (first AC) · Tags: math
Fostok's solution

**493.**
1829A
**Love Story** · Tutorial
Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-10-23 · last AC: 2023-10-23 · Python 3 (first AC) · Tags: implementation, strings
Fostok's solution

**494.**
1676A
**Lucky?** · Tutorial
Quality: 87,443 global accepts · Rating: 800 · first AC: 2023-10-23 · Python 3 (first AC) · Tags: implementation
Fostok's solution

**495.**
1669A
**Division?** · Tutorial
Quality: 88,569 global accepts · Rating: 800 · first AC: 2023-10-20 · Python 3 (first AC) · Tags: implementation
Fostok's solution

**496.**
2210B
**Simply Sitting on Chairs** · Tutorial
Quality: 17,574 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
Fostok's solution

**497.**
2209B
**Array** · Tutorial
Quality: 19,410 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
Fostok's solution

**498.**
2200C
**Specialty String** · Tutorial
Quality: 21,744 global accepts · Rating: 900 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
Fostok's solution

**499.**
2137B
**Fun Permutation** · Tutorial
Quality: 26,477 global accepts · Rating: 900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
Fostok's solution

**500.**
2195B
**Heapify 1** · Tutorial
Quality: 24,881 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
Fostok's solution

**501.**
2185C
**Shifted MEX** · Tutorial
Quality: 29,002 global accepts · Rating: 900 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
Fostok's solution

**502.**
2102A
**Dinner Time** · Tutorial
Quality: 21,470 global accepts · Rating: 900 · first AC: 2025-05-12 · last AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**503.**
2178B
**Impost or Sus** · Tutorial
Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
Fostok's solution

**504.**
2171B
**Yuu Koito and Minimum Absolute Sum** · Tutorial
Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
Fostok's solution

**505.**
2149C
**MEX rose** · Tutorial
Quality: 28,151 global accepts · Rating: 900 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
Fostok's solution

**506.**
1850D
**Balanced Round** · Tutorial
Quality: 60,839 global accepts · Rating: 900 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings
Fostok's solution

**507.**
2148C
**Pacer** · Tutorial
Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
Fostok's solution

**508.**
2140B
**Another Divisibility Problem** · Tutorial
Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
Fostok's solution

**509.**
2132B
**The Secret Number** · Tutorial
Quality: 33,560 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
Fostok's solution

**510.**
2125B
**Left and Down** · Tutorial
Quality: 27,371 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
Fostok's solution

**511.**
2048B
**Kevin and Permutation** · Tutorial
Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-20 · last AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
Fostok's solution

**512.**
1642B
**Power Walking** · Tutorial
Quality: 18,246 global accepts · Rating: 900 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
Fostok's solution

**513.**
1749B
**Death's Blessing** · Tutorial
Quality: 22,584 global accepts · Rating: 900 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
Fostok's solution

**514.**
2114B
**Not Quite a Palindromic String** · Tutorial
Quality: 30,506 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
Fostok's solution

**515.**
2110B
**Down with Brackets** · Tutorial
Quality: 27,346 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings
Fostok's solution

**516.**
1665B
**Array Cloning Technique** · Tutorial
Quality: 32,911 global accepts · Rating: 900 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
Fostok's solution

**517.**
2102B
**The Picky Cat** · Tutorial

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
Fostok's solution

**518.**
1668B
**Social Distance** · Tutorial
Quality: 17,924 global accepts · Rating: 900 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
Fostok's solution

**519.**
2106B
**St. Chroma** · Tutorial
Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
Fostok's solution

**520.**
2094C
**Brr Brrr Patapim** · Tutorial
Quality: 30,496 global accepts · Rating: 900 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
Fostok's solution

**521.**
2093B
**Expensive Number** · Tutorial
Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
Fostok's solution

**522.**
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
Fostok's solution

**523.**
1488A
**From Zero To Y** · Tutorial
Quality: 1,791 global accepts · Rating: 900 · first AC: 2025-03-19 · Kotlin 1.7 (first AC) · Tags: *special, math
Fostok's solution

**524.**
1679A
**AvtoBus** · Tutorial
Quality: 40,182 global accepts · Rating: 900 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory
Fostok's solution

**525.**
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
Fostok's solution

**526.**
2062B
**Clockwork** · Tutorial
Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
Fostok's solution

**527.**
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

Fostok's solution

**528.**
1699B
**Almost Ternary Matrix** · Tutorial
Quality: 21,694 global accepts · Rating: 900 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, matrices
Fostok's solution

**529.**
2047B
**Replace Character** · Tutorial
Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, strings
Fostok's solution

**530.**
2042B
**Game with Colored Marbles** · Tutorial
Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
Fostok's solution

**531.**
2031B
**Penchick and Satay Sticks** · Tutorial
Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings
Fostok's solution

**532.**
2028A
**Alice's Adventures in "Chess"** · Tutorial
Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
Fostok's solution

**533.**
2026A
**Perpendicular Segments** · Tutorial
Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
Fostok's solution

**534.**
2035B
**Everyone Loves Tres** · Tutorial
Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
Fostok's solution

**535.**
2033B
**Sakurako and Water** · Tutorial
Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
Fostok's solution

**536.**
1607B
**Odd Grasshopper** · Tutorial
Quality: 39,459 global accepts · Rating: 900 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math
Fostok's solution

**537.**
1733B
**Rule of League** · Tutorial
Quality: 21,081 global accepts · Rating: 900 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

Fostok's solution

**538.**
1860A
**Not a Substring** · Tutorial
Quality: 23,576 global accepts · Rating: 900 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
Fostok's solution

**539.**
1856B
**Good Arrays** · Tutorial
Quality: 27,451 global accepts · Rating: 900 · first AC: 2024-01-05 · last AC: 2024-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Fostok's solution

**540.**
1735B
**Tea with Tangerines** · Tutorial
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**541.**
1837B
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**542.**
1775A2
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**543.**
2013B
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Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Fostok's solution

**544.**
1823B
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**545.**
2005A
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**546.**
1806B
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**547.**
1420A
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**548.**
2007B
**Index and Maximum Value** · Tutorial

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Fostok's solution

**549.**
1650B
**DIV + MOD** · Tutorial
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**550.**
1848A
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**551.**
1624B
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Fostok's solution

**552.**
1990A
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Fostok's solution

**553.**
1988B
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**554.**
1988A
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**555.**
1992C
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Fostok's solution

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1985D
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**557.**
1764B
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Fostok's solution

**558.**
1973A
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Fostok's solution

**559.**
1915D
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Fostok's solution

**560.**
1971C
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Fostok's solution

**561.**
1904A
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Fostok's solution

**562.**
1972B
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**563.**
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Fostok's solution

**564.**
52A
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**565.**
1954A
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Fostok's solution

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1697B
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**567.**
1380A
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**568.**
1951A
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1921C
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**570.**
1612B
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**571.**
1807D
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337A
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**573.**
1945B
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**574.**
1709B
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**575.**
1720A
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**576.**
1609A
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1941C
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Fostok's solution

**578.**
1132B
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**580.**
1742C
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424A
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1896B
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**583.**
1705B
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Fostok's solution

**584.**
1689B
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**585.**
1747B
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Fostok's solution

**586.**
1869A
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Fostok's solution

**587.**
1872B
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Fostok's solution

**588.**
1918B
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Fostok's solution

**589.**
1714A
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**590.**
1313A
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**591.**
1758B
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**592.**
1433C
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Fostok's solution

**593.**
1584C
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Fostok's solution

**594.**
1878C
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Fostok's solution

**595.**
1675B
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Fostok's solution

**596.**
1795B
**Ideal Point** · Tutorial
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Fostok's solution

**597.**
1732B
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Fostok's solution

**598.**
1430A
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Fostok's solution

**599.**
208A
**Dubstep** · Tutorial
Quality: 105,081 global accepts · Rating: 900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: strings
Fostok's solution

**600.**
1373B
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Fostok's solution

**601.**
810A
**Straight <<A>>** · Tutorial
Quality: 9,278 global accepts · Rating: 900 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Fostok's solution

**602.**
1768B
**Quick Sort** · Tutorial
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Fostok's solution

**603.**
1427A
**Avoiding Zero** · Tutorial
Quality: 18,033 global accepts · Rating: 900 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
Fostok's solution

**604.**
1855B
**Longest Divisors Interval** · Tutorial
Quality: 44,948 global accepts · Rating: 900 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
Fostok's solution

**605.**
1828B
**Permutation Swap** · Tutorial
Quality: 39,326 global accepts · Rating: 900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Fostok's solution

**606.**
1845B
**Come Together** · Tutorial
Quality: 23,707 global accepts · Rating: 900 · first AC: 2024-01-17 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
Fostok's solution

**607.**
1794B
**Not Dividing** · Tutorial
Quality: 39,893 global accepts · Rating: 900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Fostok's solution

**608.**
1833B
**Restore the Weather** · Tutorial
Quality: 29,623 global accepts · Rating: 900 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Fostok's solution

**609.**
1343A
**Candies** · Tutorial
Quality: 53,398 global accepts · Rating: 900 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
Fostok's solution

**610.**
1875A
**Jellyfish and Undertale** · Tutorial
Quality: 47,030 global accepts · Rating: 900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
Fostok's solution

**611.**
318A
**Even Odds** · Tutorial
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Fostok's solution

**612.**
1501B
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Quality: 21,078 global accepts · Rating: 900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, sortings
Fostok's solution

**613.**
1480B
**The Great Hero** · Tutorial
Quality: 17,932 global accepts · Rating: 900 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
Fostok's solution

**614.**
567A
**Lineland Mail** · Tutorial
Quality: 35,978 global accepts · Rating: 900 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
Fostok's solution

**615.**
1900B
**Laura and Operations** · Tutorial
Quality: 20,475 global accepts · Rating: 900 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
Fostok's solution

**616.**
1879B
**Chips on the Board** · Tutorial
Quality: 25,079 global accepts · Rating: 900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Fostok's solution

**617.**
1881B
**Three Threadlets** · Tutorial
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Fostok's solution

**618.**
1883B
**Chemistry** · Tutorial
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Fostok's solution

**619.**
6A
**Triangle** · Tutorial
Quality: 22,850 global accepts · Rating: 900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry
Fostok's solution

**620.**
1606A
**AB Balance** · Tutorial
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Fostok's solution

**621.**
405A
**Gravity Flip** · Tutorial
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Fostok's solution

**622.**
1351B
**Square?** · Tutorial
Quality: 18,539 global accepts · Rating: 900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
Fostok's solution

**623.**
1447B
**Numbers Box** · Tutorial
Quality: 26,461 global accepts · Rating: 1000 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
Fostok's solution

**624.**
2217B
**Flip the Bit (Easy Version)** · Tutorial
Quality: 16,092 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
Fostok's solution

**625.**
1969B
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Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · last AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Fostok's solution

**626.**
2204C
**Spring** · Tutorial
Quality: 17,418 global accepts · Rating: 1000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
Fostok's solution

**627.**
1998B
**Minimize Equal Sum Subarrays** · Tutorial
Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · last AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
Fostok's solution

**628.**
2203B
**Beautiful Numbers** · Tutorial
Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math
Fostok's solution

**629.**
2194B
**Offshores** · Tutorial
Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
Fostok's solution

**630.**
2193C
**Replace and Sum** · Tutorial
Quality: 28,734 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
Fostok's solution

**631.**
2176B
**Optimal Shifts** · Tutorial
Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings
Fostok's solution

**632.**
2167D
**Yet Another Array Problem** · Tutorial
Quality: 30,221 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory
Fostok's solution

**633.**
2156B
**Strange Machine** · Tutorial
Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation
Fostok's solution

**634.**
2154B
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Fostok's solution

**635.**
2162B
**Beautiful String** · Tutorial
Quality: 27,917 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
Fostok's solution

**636.**
2148D
**Destruction of the Dandelion Fields** · Tutorial
Quality: 26,757 global accepts · Rating: 1000 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
Fostok's solution

**637.**
2145B
**Deck of Cards** · Tutorial
Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
Fostok's solution

**638.**
2144B
**Maximum Cost Permutation** · Tutorial
Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
Fostok's solution

**639.**
2143B
**Discounts** · Tutorial
Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
Fostok's solution

**640.**
2132C1
**The Cunning Seller (easy version)** · Tutorial
Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
Fostok's solution

**641.**
1721B
**Deadly Laser** · Tutorial
Quality: 23,881 global accepts · Rating: 1000 · first AC: 2024-04-20 · last AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**642.**
1634C
**OKEA** · Tutorial
Quality: 19,088 global accepts · Rating: 1000 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
Fostok's solution

**643.**
2123C
**Prefix Min and Suffix Max** · Tutorial
Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
Fostok's solution

**644.**
2120B
**Square Pool** · Tutorial
Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry
Fostok's solution

**645.**
1659A
**Red Versus Blue** · Tutorial
Quality: 30,971 global accepts · Rating: 1000 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Fostok's solution

**646.**
2114C
**Need More Arrays** · Tutorial
Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
Fostok's solution

**647.**
2104B
**Move to the End** · Tutorial
Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
Fostok's solution

**648.**
2106C
**Cherry Bomb** · Tutorial
Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
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**649.**
2093C
**Simple Repetition** · Tutorial
Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
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**650.**
2092B
**Lady Bug** · Tutorial
Quality: 24,824 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math
Fostok's solution

**651.**
2091C
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Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
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**652.**
2090B
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Fostok's solution

**653.**
1691B
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Quality: 35,324 global accepts · Rating: 1000 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
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**654.**
1695B
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**655.**
2060B
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**656.**
2055B
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**657.**
2057B
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**658.**
2051C
**Preparing for the Exam** · Tutorial
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**659.**
2040B
**Paint a Strip** · Tutorial
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Fostok's solution

**660.**
2034B
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**661.**
2039B
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Fostok's solution

**662.**
1506C
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Fostok's solution

**663.**
2037C
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Fostok's solution

**664.**
1607C
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Fostok's solution

**665.**
1837C
**Best Binary String** · Tutorial
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Fostok's solution

**666.**
2005B1
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Fostok's solution

**667.**
1941B
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Fostok's solution

**668.**
1825B
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Fostok's solution

**669.**
2002B
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**670.**
2004B
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Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
Fostok's solution

**671.**
2000C
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**672.**
1521A
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Fostok's solution

**673.**
1999B
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Fostok's solution

**674.**
1761B
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Fostok's solution

**675.**
1702D
**Not a Cheap String** · Tutorial
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Fostok's solution

**676.**
1690D
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**677.**
1851C
**Tiles Comeback** · Tutorial
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**678.**
1987B
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Fostok's solution

**679.**
1986B
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**680.**
1841B
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**681.**
1858C
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Fostok's solution

**682.**
1985C
**Good Prefixes** · Tutorial
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Fostok's solution

**683.**
1979B
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Fostok's solution

**684.**
1829D
**Gold Rush** · Tutorial
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Fostok's solution

**685.**
1790C
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**686.**
1975B
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Fostok's solution

**687.**
1770B
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Fostok's solution

**688.**
1844B
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**689.**
1861B
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Fostok's solution

**690.**
1968C
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Fostok's solution

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1849B
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Fostok's solution

**692.**
1293B
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Fostok's solution

**693.**
1927C
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Fostok's solution

**694.**
1955B
**Progressive Square** · Tutorial
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Fostok's solution

**695.**
1676D
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Quality: 29,312 global accepts · Rating: 1000 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
Fostok's solution

**696.**
1781B
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Fostok's solution

**697.**
1791D
**Distinct Split** · Tutorial
Quality: 49,281 global accepts · Rating: 1000 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
Fostok's solution

**698.**
1622B
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Fostok's solution

**699.**
1772C
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Fostok's solution

**700.**
1816B
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Fostok's solution

**701.**
1485A
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**702.**
1611C
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Fostok's solution

**703.**
1796B
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Fostok's solution

**704.**
1800B
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Fostok's solution

**705.**
1811B
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Fostok's solution

**706.**
1883C
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**707.**
339B
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Fostok's solution

**708.**
1840C
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Fostok's solution

**709.**
1765M
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Fostok's solution

**710.**
1418A
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**711.**
798A
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Fostok's solution

**712.**
766B
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**713.**
230A
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**714.**
1765E
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Fostok's solution

**715.**
742A
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Fostok's solution

**716.**
1847B
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Fostok's solution

**717.**
1894B
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Fostok's solution

**718.**
1831B
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Fostok's solution

**719.**
1605B
**Reverse Sort** · Tutorial
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Fostok's solution

**720.**
1569B
**Chess Tournament** · Tutorial
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**721.**
1715B
**Beautiful Array** · Tutorial
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Fostok's solution

**722.**
1906A
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**723.**
1674C
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Fostok's solution

**724.**
1859B
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Fostok's solution

**725.**
1876A
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Fostok's solution

**726.**
1760D
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Quality: 27,019 global accepts · Rating: 1000 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
Fostok's solution

**727.**
1930B
**Permutation Printing** · Tutorial
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Fostok's solution

**728.**
1931C
**Make Equal Again** · Tutorial
Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · last AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Fostok's solution

**729.**
1907B
**YetnotherrokenKeoard** · Tutorial
Quality: 30,385 global accepts · Rating: 1000 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings
Fostok's solution

**730.**
1732A
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Fostok's solution

**731.**
1913B
**Swap and Delete** · Tutorial
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Fostok's solution

**732.**
58A
**Chat room** · Tutorial
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Fostok's solution

**733.**
118A
**String Task** · Tutorial
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Fostok's solution

**734.**
1916B
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number theory
Fostok's solution

**735.**
844A
**Diversity** · Tutorial
Quality: 12,209 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
Fostok's solution

**736.**
1476A
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Fostok's solution

**737.**
131A
**cAPS lOCK** · Tutorial
Quality: 100,992 global accepts · Rating: 1000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Fostok's solution

**738.**
479A
**Expression** · Tutorial
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Fostok's solution

**739.**
122A
**Lucky Division** · Tutorial
Quality: 149,828 global accepts · Rating: 1000 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
Fostok's solution

**740.**
2218D
**The 67th OEIS Problem** · Tutorial
Quality: 18,461 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
Fostok's solution

**741.**
2211B
**Mickey Mouse Constructive** · Tutorial
Quality: 11,653 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
Fostok's solution

**742.**
2208B
**Cyclists** · Tutorial
Quality: 13,693 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
Fostok's solution

**743.**
2137C
**Maximum Even Sum** · Tutorial
Quality: 22,915 global accepts · Rating: 1100 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
Fostok's solution

**744.**
2195C
**Dice Roll Sequence** · Tutorial

Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
Fostok's solution

**745.**
2197B
**Array and Permutation** · Tutorial
Quality: 15,905 global accepts · Rating: 1100 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers
Fostok's solution

**746.**
2193D
**Monster Game** · Tutorial
Quality: 21,581 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
Fostok's solution

**747.**
1624C
**Division by Two and Permutation** · Tutorial
Quality: 26,839 global accepts · Rating: 1100 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
Fostok's solution

**748.**
2185D
**OutOfMemoryError** · Tutorial
Quality: 20,695 global accepts · Rating: 1100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers
Fostok's solution

**749.**
2173B
**Niko's Tactical Cards** · Tutorial
Quality: 18,136 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
Fostok's solution

**750.**
2184C
**Huge Pile** · Tutorial
Quality: 21,866 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math
Fostok's solution

**751.**
2184B
**Hourglass** · Tutorial
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**752.**
2179C
**Blackslex and Number Theory** · Tutorial
Quality: 22,308 global accepts · Rating: 1100 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings
Fostok's solution

**753.**
2171C1
**Renako Amaori and XOR Game (easy version)** · Tutorial
Quality: 19,246 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
Fostok's solution

**754.**
2162C
**Beautiful XOR** · Tutorial

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Fostok's solution

**755.**
2160B
**Distinct Elements** · Tutorial
Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
Fostok's solution

**756.**
2139C
**Cake Assignment** · Tutorial
Rating: 1100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
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**757.**
2155B
**Abraham's Great Escape** · Tutorial
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Fostok's solution

**758.**
1625B
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**759.**
2131C
**Make it Equal** · Tutorial
Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
Fostok's solution

**760.**
2130B
**Pathless** · Tutorial
Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
Fostok's solution

**761.**
2128B
**Deque Process** · Tutorial
Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
Fostok's solution

**762.**
2125C
**Count Good Numbers** · Tutorial
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Fostok's solution

**763.**
2126C
**I Will Definitely Make It** · Tutorial
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Fostok's solution

**764.**
1638B
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Fostok's solution

**765.**
2112B
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Fostok's solution

**766.**
1788B
**Sum of Two Numbers** · Tutorial
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Fostok's solution

**767.**
2084B
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**768.**
2111B
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Fostok's solution

**769.**
2111C
**Equal Values** · Tutorial
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Fostok's solution

**770.**
158B
**Taxi** · Tutorial
Quality: 103,849 global accepts · Rating: 1100 · first AC: 2024-03-03 · last AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation
Fostok's solution

**771.**
2107B
**Apples in Boxes** · Tutorial
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Fostok's solution

**772.**
2096B
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Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
Fostok's solution

**773.**
2104C
**Card Game** · Tutorial
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Fostok's solution

**774.**
2103B
**Binary Typewriter** · Tutorial
Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

Fostok's solution

**775.**
2094D
**Tung Tung Sahur** · Tutorial
Quality: 23,870 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
Fostok's solution

**776.**
1672C
**Unequal Array** · Tutorial
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Fostok's solution

**777.**
2086B
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Fostok's solution

**778.**
1670B
**Dorms War** · Tutorial
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Fostok's solution

**779.**
2074C
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Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
Fostok's solution

**780.**
1682B
**AND Sorting** · Tutorial
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Fostok's solution

**781.**
2078B
**Vicious Labyrinth** · Tutorial
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Fostok's solution

**782.**
2071B
**Perfecto** · Tutorial
Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Fostok's solution

**783.**
2070B
**Robot Program** · Tutorial
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Fostok's solution

**784.**
1529B
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Quality: 21,221 global accepts · Rating: 1100 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
Fostok's solution

**785.**
2064B
**Variety is Discouraged** · Tutorial
Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
Fostok's solution

**786.**
2065C1
**Skibidus and Fanum Tax (easy version)** · Tutorial
Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy
Fostok's solution

**787.**
835B
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Quality: 11,420 global accepts · Rating: 1100 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
Fostok's solution

**788.**
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
Fostok's solution

**789.**
2061B
**Kevin and Geometry** · Tutorial
Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
Fostok's solution

**790.**
2060D
**Subtract Min Sort** · Tutorial
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Fostok's solution

**791.**
1700B
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Fostok's solution

**792.**
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
Fostok's solution

**793.**
1783B
**Matrix of Differences** · Tutorial
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Fostok's solution

**794.**
1708B
**Difference of GCDs** · Tutorial
Quality: 28,419 global accepts · Rating: 1100 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

Fostok's solution

**795.**
1712C
**Sort Zero** · Tutorial
Quality: 21,269 global accepts · Rating: 1100 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
Fostok's solution

**796.**
2044D
**Harder Problem** · Tutorial
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Fostok's solution

**797.**
2050B
**Transfusion** · Tutorial
Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
Fostok's solution

**798.**
1506B
**Partial Replacement** · Tutorial
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Fostok's solution

**799.**
2029B
**Replacement** · Tutorial
Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings
Fostok's solution

**800.**
2036C
**Anya and 1100** · Tutorial
Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Fostok's solution

**801.**
2032B
**Medians** · Tutorial
Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Fostok's solution

**802.**
1717B
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Fostok's solution

**803.**
2027B
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Fostok's solution

**804.**
2024B
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Fostok's solution

**805.**
2030C
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Fostok's solution

**806.**
1921D
**Very Different Array** · Tutorial
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Fostok's solution

**807.**
2025B
**Binomial Coefficients, Kind Of** · Tutorial
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Fostok's solution

**808.**
1948B
**Array Fix** · Tutorial
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Fostok's solution

**809.**
1731B
**Kill Demodogs** · Tutorial
Quality: 26,805 global accepts · Rating: 1100 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Fostok's solution

**810.**
1762B
**Make Array Good** · Tutorial
Quality: 18,617 global accepts · Rating: 1100 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
Fostok's solution

**811.**
1797B
**Li Hua and Pattern** · Tutorial
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Fostok's solution

**812.**
2014C
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Fostok's solution

**813.**
2009C
**The Legend of Freya the Frog** · Tutorial
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Fostok's solution

**814.**
2008D
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Fostok's solution

**815.**
1957B
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Fostok's solution

**816.**
1828C
**Counting Orders** · Tutorial
Rating: 1100 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, sortings
Fostok's solution

**817.**
2004C
**Splitting Items** · Tutorial
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Fostok's solution

**818.**
1999D
**Slavic's Exam** · Tutorial
Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
Fostok's solution

**819.**
1993B
**Parity and Sum** · Tutorial
Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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**820.**
1976B
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Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
Fostok's solution

**821.**
1997C
**Even Positions** · Tutorial
Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
Fostok's solution

**822.**
1997B
**Make Three Regions** · Tutorial
Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
Fostok's solution

**823.**
1991B
**AND Reconstruction** · Tutorial
Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
Fostok's solution

**824.**
1702C
**Train and Queries** · Tutorial
Quality: 25,124 global accepts · Rating: 1100 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
Fostok's solution

**825.**
1995B1
**Bouquet (Easy Version)** · Tutorial
Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
Fostok's solution

**826.**
1950D
**Product of Binary Decimals** · Tutorial
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Fostok's solution

**827.**
1994B
**Fun Game** · Tutorial
Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
Fostok's solution

**828.**
1741C
**Minimize the Thickness** · Tutorial
Quality: 19,362 global accepts · Rating: 1100 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, two pointers
Fostok's solution

**829.**
1971D
**Binary Cut** · Tutorial
Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · last AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings
Fostok's solution

**830.**
1829E
**The Lakes** · Tutorial
Quality: 26,631 global accepts · Rating: 1100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
Fostok's solution

**831.**
1986C
**Update Queries** · Tutorial
Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
Fostok's solution

**832.**
456A
**Laptops** · Tutorial
Quality: 56,799 global accepts · Rating: 1100 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: sortings
Fostok's solution

**833.**
1984B
**Large Addition** · Tutorial
Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
Fostok's solution

**834.**
1375A
**Sign Flipping** · Tutorial
Quality: 18,843 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**835.**
1787B
**Number Factorization** · Tutorial
Quality: 14,893 global accepts · Rating: 1100 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
Fostok's solution

**836.**
1977B
**Binary Colouring** · Tutorial
Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
Fostok's solution

**837.**
1722D
**Line** · Tutorial
Quality: 26,564 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Fostok's solution

**838.**
1743C
**Save the Magazines** · Tutorial
Quality: 20,640 global accepts · Rating: 1100 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
Fostok's solution

**839.**
799A
**Carrot Cakes** · Tutorial
Quality: 21,454 global accepts · Rating: 1100 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Fostok's solution

**840.**
1966B
**Rectangle Filling** · Tutorial
Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Fostok's solution

**841.**
1793B
**Fedya and Array** · Tutorial
Quality: 17,097 global accepts · Rating: 1100 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**842.**
1800C2
**Powering the Hero (hard version)** · Tutorial
Quality: 27,121 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
Fostok's solution

**843.**
1867B
**XOR Palindromes** · Tutorial
Quality: 18,638 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings
Fostok's solution

**844.**
1884B
**Haunted House** · Tutorial
Quality: 14,704 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
Fostok's solution

**845.**
1593D1
**All are Same** · Tutorial
Quality: 21,807 global accepts · Rating: 1100 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Fostok's solution

**846.**
1832B
**Maximum Sum** · Tutorial
Quality: 35,507 global accepts · Rating: 1100 · first AC: 2024-03-18 · last AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers
Fostok's solution

**847.**
1826B
**Lunatic Never Content** · Tutorial
Quality: 28,177 global accepts · Rating: 1100 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Fostok's solution

**848.**
1675C
**Detective Task** · Tutorial
Quality: 19,292 global accepts · Rating: 1100 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**849.**
1827A
**Counting Orders** · Tutorial
Quality: 28,825 global accepts · Rating: 1100 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers
Fostok's solution

**850.**
1836B
**Astrophysicists** · Tutorial
Quality: 13,593 global accepts · Rating: 1100 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Fostok's solution

**851.**
1838B
**Minimize Permutation Subarrays** · Tutorial
Quality: 17,808 global accepts · Rating: 1100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**852.**
1839B
**Lamps** · Tutorial
Quality: 16,550 global accepts · Rating: 1100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Fostok's solution

**853.**
1840B
**Binary Cafe** · Tutorial
Quality: 24,726 global accepts · Rating: 1100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
Fostok's solution

**854.**
1842B
**Tenzing and Books** · Tutorial
Quality: 25,550 global accepts · Rating: 1100 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
Fostok's solution

**855.**
1850E
**Cardboard for Pictures** · Tutorial

Quality: 35,012 global accepts · Rating: 1100 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math
Fostok's solution

**856.**
1863B
**Split Sort** · Tutorial
Quality: 16,813 global accepts · Rating: 1100 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
Fostok's solution

**857.**
1933C
**Turtle Fingers: Count the Values of k** · Tutorial
Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
Fostok's solution

**858.**
1863C
**MEX Repetition** · Tutorial
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Fostok's solution

**859.**
1864B
**Swap and Reverse** · Tutorial
Quality: 16,616 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
Fostok's solution

**860.**
1872C
**Non-coprime Split** · Tutorial
Quality: 26,391 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Fostok's solution

**861.**
1869B
**2D Traveling** · Tutorial
Quality: 25,735 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings
Fostok's solution

**862.**
1891B
**Deja Vu** · Tutorial
Quality: 29,030 global accepts · Rating: 1100 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
Fostok's solution

**863.**
1899B
**250 Thousand Tons of TNT** · Tutorial
Quality: 33,371 global accepts · Rating: 1100 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory
Fostok's solution

**864.**
1899C
**Yarik and Array** · Tutorial
Quality: 34,883 global accepts · Rating: 1100 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
Fostok's solution

**865.**
1901B
**Chip and Ribbon** · Tutorial
Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

Fostok's solution

**866.**
1942B
**Bessie and MEX** · Tutorial
Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**867.**
1873E
**Building an Aquarium** · Tutorial
Quality: 43,477 global accepts · Rating: 1100 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
Fostok's solution

**868.**
1902B
**Getting Points** · Tutorial
Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
Fostok's solution

**869.**
1904B
**Collecting Game** · Tutorial
Quality: 27,929 global accepts · Rating: 1100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
Fostok's solution

**870.**
1905B
**Begginer's Zelda** · Tutorial
Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees
Fostok's solution

**871.**
988B
**Substrings Sort** · Tutorial
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Fostok's solution

**872.**
1807G2
**Subsequence Addition (Hard Version)** · Tutorial
Quality: 27,853 global accepts · Rating: 1100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
Fostok's solution

**873.**
1807G1
**Subsequence Addition (Easy Version)** · Tutorial
Quality: 22,253 global accepts · Rating: 1100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
Fostok's solution

**874.**
1914C
**Quests** · Tutorial
Quality: 39,545 global accepts · Rating: 1100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Fostok's solution

**875.**
1917B
**Erase First or Second Letter** · Tutorial
Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
Fostok's solution

**876.**
1920B
**Summation Game** · Tutorial
Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
Fostok's solution

**877.**
1791G1
**Teleporters (Easy Version)** · Tutorial
Quality: 33,932 global accepts · Rating: 1100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Fostok's solution

**878.**
1791E
**Negatives and Positives** · Tutorial
Quality: 41,297 global accepts · Rating: 1100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
Fostok's solution

**879.**
1946B
**Maximum Sum** · Tutorial
Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
Fostok's solution

**880.**
1862C
**Flower City Fence** · Tutorial
Quality: 23,086 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings
Fostok's solution

**881.**
1932B
**Chaya Calendar** · Tutorial
Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: number theory
Fostok's solution

**882.**
1944B
**Equal XOR** · Tutorial
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Fostok's solution

**883.**
1676E
**Eating Queries** · Tutorial
Quality: 33,078 global accepts · Rating: 1100 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
Fostok's solution

**884.**
1703D
**Double Strings** · Tutorial
Quality: 29,210 global accepts · Rating: 1100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings
Fostok's solution

**885.**
1692D
**The Clock** · Tutorial
Quality: 21,662 global accepts · Rating: 1100 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Fostok's solution

**886.**
1669F
**Eating Candies** · Tutorial

Quality: 39,626 global accepts · Rating: 1100 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
Fostok's solution

**887.**
1669D
**Colorful Stamp** · Tutorial
Quality: 25,422 global accepts · Rating: 1100 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Fostok's solution

**888.**
1857B
**Maximum Rounding** · Tutorial
Quality: 24,714 global accepts · Rating: 1100 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Fostok's solution

**889.**
1742D
**Coprime** · Tutorial
Quality: 34,118 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
Fostok's solution

**890.**
1923B
**Monsters Attack!** · Tutorial
Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
Fostok's solution

**891.**
1760E
**Binary Inversions** · Tutorial
Quality: 23,007 global accepts · Rating: 1100 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
Fostok's solution

**892.**
1618C
**Paint the Array** · Tutorial
Quality: 32,409 global accepts · Rating: 1100 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: math
Fostok's solution

**893.**
2126D
**This Is the Last Time** · Tutorial
Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · last AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
Fostok's solution

**894.**
2218E
**The 67th XOR Problem** · Tutorial
Quality: 14,128 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force
Fostok's solution

**895.**
2210C1
**A Simple GCD Problem (Easy Version)** · Tutorial
Quality: 12,827 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
Fostok's solution

**896.**
2202B
**ABAB Construction** · Tutorial
Quality: 11,156 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
Fostok's solution

**897.**
2137D
**Replace with Occurrences** · Tutorial
Quality: 19,550 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
Fostok's solution

**898.**
2196A
**Game with a Fraction** · Tutorial
Quality: 15,841 global accepts · Rating: 1200 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
Fostok's solution

**899.**
1983B
**Corner Twist** · Tutorial
Quality: 18,415 global accepts · Rating: 1200 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Fostok's solution

**900.**
1860B
**Fancy Coins** · Tutorial
Quality: 18,891 global accepts · Rating: 1200 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math
Fostok's solution

**901.**
2189B
**The Curse of the Frog** · Tutorial
Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
Fostok's solution

**902.**
2182C
**Production of Snowmen** · Tutorial
Quality: 15,525 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
Fostok's solution

**903.**
2178C
**First or Second** · Tutorial
Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
Fostok's solution

**904.**
1384A
**Common Prefixes** · Tutorial
Quality: 19,614 global accepts · Rating: 1200 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
Fostok's solution

**905.**
2062C
**Cirno and Operations** · Tutorial
Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
Fostok's solution

**906.**
2161C
**Loyalty** · Tutorial
Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
Fostok's solution

**907.**
2149D
**A and B** · Tutorial
Quality: 19,360 global accepts · Rating: 1200 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
Fostok's solution

**908.**
2148E
**Split** · Tutorial
Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers
Fostok's solution

**909.**
2134C
**Even Larger** · Tutorial
Quality: 18,691 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
Fostok's solution

**910.**
2134B
**Add 0 or K** · Tutorial
Quality: 20,882 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
Fostok's solution

**911.**
1975C
**Chamo and Mocha's Array** · Tutorial
Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · last AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
Fostok's solution

**912.**
2128C
**Leftmost Below** · Tutorial
Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
Fostok's solution

**913.**
2119B
**Line Segments** · Tutorial
Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
Fostok's solution

**914.**
2123D
**Binary String Battle** · Tutorial
Quality: 21,893 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
Fostok's solution

**915.**
1642C
**Great Sequence** · Tutorial
Rating: 1200 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
Fostok's solution

**916.**
1793C
**Dora and Search** · Tutorial
Quality: 33,116 global accepts · Rating: 1200 · first AC: 2024-04-27 · last AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers
Fostok's solution

**917.**
2121C
**Those Who Are With Us** · Tutorial
Quality: 21,752 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
Fostok's solution

**918.**
2113B
**Good Start** · Tutorial
Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**919.**
2118B
**Make It Permutation** · Tutorial
Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
Fostok's solution

**920.**
1647B
**Madoka and the Elegant Gift** · Tutorial
Quality: 17,124 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
Fostok's solution

**921.**
2117D
**Retaliation** · Tutorial
Quality: 22,126 global accepts · Rating: 1200 · first AC: 2025-06-08 · last AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory
Fostok's solution

**922.**
2117C
**Cool Partition** · Tutorial
Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
Fostok's solution

**923.**
1385C
**Make It Good** · Tutorial
Quality: 28,924 global accepts · Rating: 1200 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy
Fostok's solution

**924.**
2109B
**Slice to Survive** · Tutorial
Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
Fostok's solution

**925.**
2092C
**Asuna and the Mosquitoes** · Tutorial
Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · last AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
Fostok's solution

**926.**
2094E
**Boneca Ambalabu** · Tutorial
Quality: 18,573 global accepts · Rating: 1200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
Fostok's solution

**927.**
2091D
**Place of the Olympiad** · Tutorial

Quality: 23,500 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
Fostok's solution

**928.**
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
Fostok's solution

**929.**
1679B
**Stone Age Problem** · Tutorial
Quality: 27,441 global accepts · Rating: 1200 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation
Fostok's solution

**930.**
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
Fostok's solution

**931.**
2069B
**Set of Strangers** · Tutorial
Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · last AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices
Fostok's solution

**932.**
2067B
**Two Large Bags** · Tutorial
Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings
Fostok's solution

**933.**
2065D
**Skibidus and Sigma** · Tutorial
Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
Fostok's solution

**934.**
1694B
**Paranoid String** · Tutorial
Quality: 20,652 global accepts · Rating: 1200 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
Fostok's solution

**935.**
1738B
**Prefix Sum Addicts** · Tutorial
Quality: 18,795 global accepts · Rating: 1200 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
Fostok's solution

**936.**
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
Fostok's solution

**937.**
1763B
**Incinerate** · Tutorial
Quality: 16,407 global accepts · Rating: 1200 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
Fostok's solution

**938.**
1311B
**WeirdSort** · Tutorial
Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, sortings
Fostok's solution

**939.**
2053B
**Outstanding Impressionist** · Tutorial
Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
Fostok's solution

**940.**
1454C
**Sequence Transformation** · Tutorial
Quality: 22,503 global accepts · Rating: 1200 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
Fostok's solution

**941.**
2051D
**Counting Pairs** · Tutorial
Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
Fostok's solution

**942.**
2048C
**Kevin and Binary Strings** · Tutorial
Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
Fostok's solution

**943.**
2047C
**Swap Columns and Find a Path** · Tutorial
Rating: 1200 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
Fostok's solution

**944.**
2050C
**Uninteresting Number** · Tutorial
Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
Fostok's solution

**945.**
2039C1
**Shohag Loves XOR (Easy Version)** · Tutorial
Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
Fostok's solution

**946.**
1730C
**Minimum Notation** · Tutorial
Quality: 17,939 global accepts · Rating: 1200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
Fostok's solution

**947.**
2021B
**Maximize Mex** · Tutorial
Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
Fostok's solution

**948.**
2020B
**Brightness Begins** · Tutorial
Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
Fostok's solution

**949.**
2019B
**All Pairs Segments** · Tutorial
Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Fostok's solution

**950.**
2005B2
**The Strict Teacher (Hard Version)** · Tutorial
Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
Fostok's solution

**951.**
1635C
**Differential Sorting** · Tutorial
Quality: 25,143 global accepts · Rating: 1200 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
Fostok's solution

**952.**
1541B
**Pleasant Pairs** · Tutorial
Quality: 38,490 global accepts · Rating: 1200 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
Fostok's solution

**953.**
1736B
**Playing with GCD** · Tutorial
Quality: 20,261 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
Fostok's solution

**954.**
1537C
**Challenging Cliffs** · Tutorial
Quality: 30,285 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Fostok's solution

**955.**
1926C
**Vlad and a Sum of Sum of Digits** · Tutorial
Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · last AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
Fostok's solution

**956.**
2003C
**Turtle and Good Pairs** · Tutorial
Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
Fostok's solution

**957.**
2002C
**Black Circles** · Tutorial
Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
Fostok's solution

**958.**
2000D
**Right Left Wrong** · Tutorial
Quality: 28,844 global accepts · Rating: 1200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
Fostok's solution

**959.**
1076B
**Divisor Subtraction** · Tutorial
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1985E
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1703E
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1790D
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1928B
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1352C
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2211C1
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2200D
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2202C1
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2193E
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2189C1
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2151B
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1676G
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2143C
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1627B
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**1050.**
2127B
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**1051.**
2130C
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1367C
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2119C
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2121D
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2118C
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**1061.**
304C
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1942C1
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1692F
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1807E
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**1155.**
1944C
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1943A
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257B
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1037C
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318B
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2209C
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2152C
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2067D
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2032C
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**1220.**
2033E
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2033C
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1551B2
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1733D1
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1735C
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1762C
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2014D
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2013C
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2009E
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2008F
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1972D1
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505B
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1825C
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2000E
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679A
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1761C
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1215B
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1951C
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Fostok's solution

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1800E1
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1245C
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1526B
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1989C
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**1249.**
1986D
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1837D
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**1251.**
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**1252.**
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1863D
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**1255.**
1838C
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1833D
**Flipper** · Tutorial
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**1257.**
1866B
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**1258.**
1860C
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Quality: 15,570 global accepts · Rating: 1400 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy
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**1259.**
1875C
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**1260.**
1883G1
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**1261.**
1878E
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**1262.**
1883F
**You Are So Beautiful** · Tutorial
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1896C
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1901C
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1909C
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Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
Fostok's solution

**1266.**
1980D
**GCD-sequence** · Tutorial
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**1267.**
1790E
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**1268.**
1895C
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Fostok's solution

**1269.**
1904C
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Fostok's solution

**1270.**
1905C
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**1271.**
1907D
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**1272.**
1914E1
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Fostok's solution

**1273.**
1914E2
**Game with Marbles (Hard Version)** · Tutorial
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Fostok's solution

**1274.**
1918C
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1919C
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**1276.**
1929C
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**1277.**
1966C
**Everything Nim** · Tutorial
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**1278.**
1758C
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Fostok's solution

**1279.**
1931E
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Fostok's solution

**1280.**
1932C
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Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
Fostok's solution

**1281.**
1974D
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Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
Fostok's solution

**1282.**
1974C
**Beautiful Triple Pairs** · Tutorial
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Fostok's solution

**1283.**
1932D
**Card Game** · Tutorial
Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
Fostok's solution

**1284.**
1970C1
**Game on Tree (Easy)** · Tutorial
Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: games
Fostok's solution

**1285.**
1195C
**Basketball Exercise** · Tutorial
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Fostok's solution

**1286.**
1894C
**Anonymous Informant** · Tutorial
Rating: 1400 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
Fostok's solution

**1287.**
1923C
**Find B** · Tutorial
Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · last AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Fostok's solution

**1288.**
1972C
**Permutation Counting** · Tutorial
Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings
Fostok's solution

**1289.**
546C
**Soldier and Cards** · Tutorial
Quality: 19,432 global accepts · Rating: 1400 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games
Fostok's solution

**1290.**
1927E
**Klever Permutation** · Tutorial
Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers
Fostok's solution

**1291.**
475B
**Strongly Connected City** · Tutorial
Quality: 9,249 global accepts · Rating: 1400 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
Fostok's solution

**1292.**
1955D
**Inaccurate Subsequence Search** · Tutorial
Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
Fostok's solution

**1293.**
1903C
**Theofanis' Nightmare** · Tutorial
Quality: 14,481 global accepts · Rating: 1400 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Fostok's solution

**1294.**
1692G
**2^Sort** · Tutorial
Quality: 26,414 global accepts · Rating: 1400 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers
Fostok's solution

**1295.**
1854A1
**Dual (Easy Version)** · Tutorial
Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**1296.**
2218F
**The 67th Tree Problem** · Tutorial
Quality: 7,305 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees
Fostok's solution

**1297.**
2203C
**Test Generator** · Tutorial
Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math
Fostok's solution

**1298.**
2200E
**Divisive Battle** · Tutorial
Quality: 8,079 global accepts · Rating: 1500 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory
Fostok's solution

**1299.**
2137E
**Mexification** · Tutorial
Quality: 10,170 global accepts · Rating: 1500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
Fostok's solution

**1300.**
2195E
**Idiot First Search** · Tutorial
Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

Fostok's solution

**1301.**
1898B
**Milena and Admirer** · Tutorial
Quality: 14,613 global accepts · Rating: 1500 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
Fostok's solution

**1302.**
2185E
**The Robotic Rush** · Tutorial
Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers
Fostok's solution

**1303.**
2169D1
**Removal of a Sequence (Easy Version)** · Tutorial
Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory
Fostok's solution

**1304.**
2163C
**Monopati** · Tutorial
Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
Fostok's solution

**1305.**
2149E
**Hidden Knowledge of the Ancients** · Tutorial
Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers
Fostok's solution

**1306.**
2153C
**Symmetrical Polygons** · Tutorial
Quality: 11,779 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
Fostok's solution

**1307.**
2155C
**The Ancient Wizards' Capes** · Tutorial
Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
Fostok's solution

**1308.**
2140C
**Ultimate Value** · Tutorial
Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
Fostok's solution

**1309.**
2121E
**Sponsor of Your Problems** · Tutorial
Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
Fostok's solution

**1310.**
1646C
**Factorials and Powers of Two** · Tutorial
Quality: 19,520 global accepts · Rating: 1500 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, math
Fostok's solution

**1311.**
1996D
**Fun** · Tutorial
Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · last AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
Fostok's solution

**1312.**
1659C
**Line Empire** · Tutorial
Quality: 15,059 global accepts · Rating: 1500 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
Fostok's solution

**1313.**
1487C
**Minimum Ties** · Tutorial
Quality: 15,400 global accepts · Rating: 1500 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
Fostok's solution

**1314.**
1385D
**a-Good String** · Tutorial
Quality: 21,966 global accepts · Rating: 1500 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
Fostok's solution

**1315.**
1809C
**Sum on Subarrays** · Tutorial
Quality: 15,176 global accepts · Rating: 1500 · first AC: 2024-07-11 · last AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
Fostok's solution

**1316.**
2116C
**Gellyfish and Flaming Peony** · Tutorial
Rating: 1500 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths
Fostok's solution

**1317.**
2109C1
**Hacking Numbers (Easy Version)** · Tutorial
Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · last AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
Fostok's solution

**1318.**
2107C
**Maximum Subarray Sum** · Tutorial
Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
Fostok's solution

**1319.**
2108C
**Neo's Escape** · Tutorial
Quality: 14,688 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
Fostok's solution

**1320.**
2106D
**Flower Boy** · Tutorial
Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers
Fostok's solution

**1321.**
2093E
**Min Max MEX** · Tutorial
Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy
Fostok's solution

**1322.**
2049C
**MEX Cycle** · Tutorial
Quality: 13,643 global accepts · Rating: 1500 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
Fostok's solution

**1323.**
2075C
**Two Colors** · Tutorial
Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math
Fostok's solution

**1324.**
1673C
**Palindrome Basis** · Tutorial
Quality: 18,019 global accepts · Rating: 1500 · first AC: 2025-03-16 · last AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory
Fostok's solution

**1325.**
2078C
**Breach of Faith** · Tutorial
Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings
Fostok's solution

**1326.**
2070C
**Limited Repainting** · Tutorial
Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
Fostok's solution

**1327.**
2072E
**Do You Love Your Hero and His Two-Hit Multi-Target Attacks?** · Tutorial
Quality: 12,273 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
Fostok's solution

**1328.**
1426D
**Non-zero Segments** · Tutorial
Quality: 17,602 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Fostok's solution

**1329.**
2069C
**Beautiful Sequence** · Tutorial
Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

Fostok's solution

**1330.**
2067C
**Devyatkino** · Tutorial
Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math
Fostok's solution

**1331.**
1789C
**Serval and Toxel's Arrays** · Tutorial
Quality: 9,936 global accepts · Rating: 1500 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math
Fostok's solution

**1332.**
1738C
**Even Number Addicts** · Tutorial
Quality: 12,779 global accepts · Rating: 1500 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, math
Fostok's solution

**1333.**
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
Fostok's solution

**1334.**
2057C
**Trip to the Olympiad** · Tutorial
Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
Fostok's solution

**1335.**
2053C
**Bewitching Stargazer** · Tutorial
Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
Fostok's solution

**1336.**
2050E
**Three Strings** · Tutorial
Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings
Fostok's solution

**1337.**
1711C
**Color the Picture** · Tutorial
Rating: 1500 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
Fostok's solution

**1338.**
1506E
**Restoring the Permutation** · Tutorial
Quality: 14,196 global accepts · Rating: 1500 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
Fostok's solution

**1339.**
2026C
**Action Figures** · Tutorial
Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

constructive algorithms, data structures, greedy, implementation
Fostok's solution

**1340.**
2027C
**Add Zeros** · Tutorial
Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
Fostok's solution

**1341.**
1551C
**Interesting Story** · Tutorial
Quality: 14,544 global accepts · Rating: 1500 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings
Fostok's solution

**1342.**
2008E
**Alternating String** · Tutorial
Quality: 13,230 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
Fostok's solution

**1343.**
2007C
**Dora and C++** · Tutorial
Quality: 15,915 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
Fostok's solution

**1344.**
1631C
**And Matching** · Tutorial
Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms
Fostok's solution

**1345.**
2003D1
**Turtle and a MEX Problem (Easy Version)** · Tutorial
Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
Fostok's solution

**1346.**
2001C
**Guess The Tree** · Tutorial
Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
Fostok's solution

**1347.**
1842C
**Tenzing and Balls** · Tutorial
Quality: 16,500 global accepts · Rating: 1500 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp
Fostok's solution

**1348.**
1881E
**Block Sequence** · Tutorial
Quality: 23,697 global accepts · Rating: 1500 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp
Fostok's solution

**1349.**
1999F
**Expected Median** · Tutorial
Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
Fostok's solution

**1350.**
1999G1
**Ruler (easy version)** · Tutorial
Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
Fostok's solution

**1351.**
1997D
**Maximize the Root** · Tutorial
Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
Fostok's solution

**1352.**
1958C
**Firewood** · Tutorial
Quality: 992 global accepts · Rating: 1500 · first AC: 2024-07-29 · Kotlin 1.7 (first AC) · Tags: *special
Fostok's solution

**1353.**
1368B
**Codeforces Subsequences** · Tutorial
Quality: 21,442 global accepts · Rating: 1500 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
Fostok's solution

**1354.**
1765N
**Number Reduction** · Tutorial
Quality: 5,982 global accepts · Rating: 1500 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
Fostok's solution

**1355.**
1753A2
**Make Nonzero Sum (hard version)** · Tutorial
Quality: 11,608 global accepts · Rating: 1500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
Fostok's solution

**1356.**
1950E
**Nearly Shortest Repeating Substring** · Tutorial
Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-03-29 · last AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings
Fostok's solution

**1357.**
1990C
**Mad MAD Sum** · Tutorial
Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
Fostok's solution

**1358.**
1760F
**Quests** · Tutorial
Quality: 14,791 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
Fostok's solution

**1359.**
1804C
**Pull Your Luck** · Tutorial
Quality: 13,837 global accepts · Rating: 1500 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
Fostok's solution

**1360.**
1795C
**Tea Tasting** · Tutorial
Quality: 18,022 global accepts · Rating: 1500 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation
Fostok's solution

**1361.**
1774B
**Coloring** · Tutorial
Quality: 13,992 global accepts · Rating: 1500 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
Fostok's solution

**1362.**
1742F
**Smaller** · Tutorial
Quality: 14,017 global accepts · Rating: 1500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
Fostok's solution

**1363.**
1742G
**Orray** · Tutorial
Quality: 13,266 global accepts · Rating: 1500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
Fostok's solution

**1364.**
1800E2
**Unforgivable Curse (hard version)** · Tutorial
Quality: 15,273 global accepts · Rating: 1500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings
Fostok's solution

**1365.**
1792C
**Min Max Sort** · Tutorial
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**1366.**
1851E
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**1367.**
1352F
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1811E
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**1369.**
1817A
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greedy
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1850G
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1857E
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1882C
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1891C
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1814C
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1915F
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1883D
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Fostok's solution

**1378.**
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**1379.**
1926E
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Fostok's solution

**1380.**
1791F
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Fostok's solution

**1381.**
1732D1
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Fostok's solution

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1858B
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Fostok's solution

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1985F
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Fostok's solution

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1744E1
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Fostok's solution

**1385.**
1562C
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**1386.**
1949B
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**1387.**
1536C
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Fostok's solution

**1388.**
356A
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1971E
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**1390.**
1722G
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Fostok's solution

**1391.**
1400C
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Fostok's solution

**1392.**
1767D
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Fostok's solution

**1393.**
1776L
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1876B
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Fostok's solution

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1675E
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Fostok's solution

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761C
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Fostok's solution

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Fostok's solution

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1933E
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Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search
Fostok's solution

**1399.**
1352E
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Fostok's solution

**1400.**
960B
**Minimize the error** · Tutorial
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Fostok's solution

**1401.**
11B
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Fostok's solution

**1402.**
2196B
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Fostok's solution

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2194D
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Fostok's solution

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2193F
**Pizza Delivery** · Tutorial
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Fostok's solution

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2184D
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Fostok's solution

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2182D
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**1407.**
1539D
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Fostok's solution

**1408.**
2171F
**Rae Taylor and Trees (hard version)** · Tutorial
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Fostok's solution

**1409.**
2167F
**Tree, TREE!!!** · Tutorial
Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math,

trees
Fostok's solution

**1410.**
2167G
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Fostok's solution

**1411.**
2167E
**khba Loves to Sleep!** · Tutorial
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Fostok's solution

**1412.**
2162E
**Beautiful Palindromes** · Tutorial
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Fostok's solution

**1413.**
1722E
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**1414.**
2132D
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**1415.**
2130D
**Stay or Mirror** · Tutorial
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Fostok's solution

**1416.**
2128D
**Sum of LDS** · Tutorial
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Fostok's solution

**1417.**
2125D
**Segments Covering** · Tutorial
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Fostok's solution

**1418.**
736B
**Taxes** · Tutorial
Rating: 1600 · first AC: 2025-07-03 · last AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
Fostok's solution

**1419.**
2084D
**Arcology On Permafrost** · Tutorial
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search, brute force, constructive algorithms, greedy, math
Fostok's solution

**1420.**
1703G
**Good Key, Bad Key** · Tutorial
Quality: 12,748 global accepts · Rating: 1600 · first AC: 2025-06-09 · last AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
Fostok's solution

**1421.**
2117E
**Lost Soul** · Tutorial
Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
Fostok's solution

**1422.**
1665C
**Tree Infection** · Tutorial
Quality: 9,862 global accepts · Rating: 1600 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, trees
Fostok's solution

**1423.**
2103C
**Median Splits** · Tutorial
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Fostok's solution

**1424.**
2094F
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**1425.**
2085C
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Fostok's solution

**1426.**
2082B
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Fostok's solution

**1427.**
1678C
**Tokitsukaze and Strange Inequality** · Tutorial
Rating: 1600 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
Fostok's solution

**1428.**
2074E
**Empty Triangle** · Tutorial
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Fostok's solution

**1429.**
2070D
**Tree Jumps** · Tutorial
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Fostok's solution

**1430.**
2065E
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Quality: 11,976 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
Fostok's solution

**1431.**
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
Fostok's solution

**1432.**
2052A
**Adrenaline Rush** · Tutorial
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**1433.**
1787C
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Fostok's solution

**1434.**
1504C
**Balance the Bits** · Tutorial
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Fostok's solution

**1435.**
1334C
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Fostok's solution

**1436.**
2063C
**Remove Exactly Two** · Tutorial
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Fostok's solution

**1437.**
2061D
**Kevin and Numbers** · Tutorial
Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures
Fostok's solution

**1438.**
2061C
**Kevin and Puzzle** · Tutorial
Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
Fostok's solution

**1439.**
476C
**Dreamoon and Sums** · Tutorial
Quality: 6,026 global accepts · Rating: 1600 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
Fostok's solution

**1440.**
780C
**Andryusha and Colored Balloons** · Tutorial
Quality: 10,018 global accepts · Rating: 1600 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, trees
Fostok's solution

**1441.**
1698D
**Fixed Point Guessing** · Tutorial
Quality: 12,088 global accepts · Rating: 1600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive
Fostok's solution

**1442.**
2043C
**Sums on Segments** · Tutorial
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Fostok's solution

**1443.**
2051E
**Best Price** · Tutorial
Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
Fostok's solution

**1444.**
1708C
**Doremy's IQ** · Tutorial
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Fostok's solution

**1445.**
2048D
**Kevin and Competition Memories** · Tutorial
Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
Fostok's solution

**1446.**
2047D
**Move Back at a Cost** · Tutorial
Rating: 1600 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings
Fostok's solution

**1447.**
2034D
**Darius' Wisdom** · Tutorial
Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
Fostok's solution

**1448.**
2037E
**Kachina's Favorite Binary String** · Tutorial
Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers
Fostok's solution

**1449.**
2028C
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Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

Fostok's solution

**1450.**
2036E
**Reverse the Rivers** · Tutorial
Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
Fostok's solution

**1451.**
837B
**Flag of Berland** · Tutorial
Quality: 4,365 global accepts · Rating: 1600 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Fostok's solution

**1452.**
1730B
**Meeting on the Line** · Tutorial
Quality: 17,267 global accepts · Rating: 1600 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
Fostok's solution

**1453.**
1748C
**Zero-Sum Prefixes** · Tutorial
Quality: 13,011 global accepts · Rating: 1600 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
Fostok's solution

**1454.**
1775C
**Interesting Sequence** · Tutorial
Quality: 14,214 global accepts · Rating: 1600 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
Fostok's solution

**1455.**
1778C
**Flexible String** · Tutorial
Quality: 11,127 global accepts · Rating: 1600 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings
Fostok's solution

**1456.**
1407C
**Chocolate Bunny** · Tutorial
Quality: 14,804 global accepts · Rating: 1600 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
Fostok's solution

**1457.**
2019C
**Cards Partition** · Tutorial
Rating: 1600 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Fostok's solution

**1458.**
1795D
**Triangle Coloring** · Tutorial
Quality: 13,079 global accepts · Rating: 1600 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Fostok's solution

**1459.**
1796C
**Maximum Set** · Tutorial
Quality: 12,175 global accepts · Rating: 1600 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
Fostok's solution

**1460.**
1797C
**Li Hua and Chess** · Tutorial
Quality: 8,932 global accepts · Rating: 1600 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive
Fostok's solution

**1461.**
1798D
**Shocking Arrangement** · Tutorial
Quality: 14,080 global accepts · Rating: 1600 · first AC: 2024-09-24 · last AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Fostok's solution

**1462.**
1801A
**The Very Beautiful Blanket** · Tutorial
Quality: 9,749 global accepts · Rating: 1600 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
Fostok's solution

**1463.**
1811D
**Umka and a Long Flight** · Tutorial
Quality: 8,640 global accepts · Rating: 1600 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
Fostok's solution

**1464.**
1829G
**Hits Different** · Tutorial
Quality: 15,133 global accepts · Rating: 1600 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math
Fostok's solution

**1465.**
1833E
**Round Dance** · Tutorial
Quality: 18,414 global accepts · Rating: 1600 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
Fostok's solution

**1466.**
1840E
**Character Blocking** · Tutorial
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1843E
**Tracking Segments** · Tutorial
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**1468.**
1849C
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1857F
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**1471.**
1875D
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Fostok's solution

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1985G
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**1473.**
1878D
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Fostok's solution

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1886C
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**1475.**
1899F
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Fostok's solution

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232A
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1520F1
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1917C
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Fostok's solution

**1479.**
1920C
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Fostok's solution

**1480.**
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1938H
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**1483.**
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1603B
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**1487.**
1904D1
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2004D
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Fostok's solution

**1489.**
1822E
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Fostok's solution

**1490.**
318C
**Perfect Pair** · Tutorial
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Fostok's solution

**1491.**
1632C
**Strange Test** · Tutorial
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1497C2
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Fostok's solution

**1493.**
1996E
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Fostok's solution

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1994C
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1907E
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Fostok's solution

**1496.**
1353D
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Fostok's solution

**1497.**
1680C
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**1498.**
1978D
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**1499.**
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888D
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71C
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1971F
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1352G
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**1508.**
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**1509.**
2202D
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**1510.**
2202C2
**Lost Civilization (Hard Version)** · Tutorial
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Fostok's solution

**1511.**
1934C
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**1512.**
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**1513.**
2185F
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**1514.**
2178D
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**1515.**
2163B
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**1516.**
2161B
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Fostok's solution

**1517.**
2094G
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**1518.**
2160D
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Fostok's solution

**1519.**
1873H
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**1520.**
1850H
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**1521.**
1807F
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Fostok's solution

**1522.**
2152D
**Division Versus Addition** · Tutorial
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Fostok's solution

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1625C
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2132E
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**1525.**
1629D
**Peculiar Movie Preferences** · Tutorial
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**1526.**
2124D
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**1527.**
2123F
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**1528.**
2112D
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**1529.**
2113C
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**1530.**
2118D1
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**1532.**
1760G
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**1533.**
2110D
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Fostok's solution

**1534.**
2109C2
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2052F
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**1536.**
2104E
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Fostok's solution

**1537.**
2086D
**Even String** · Tutorial
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Fostok's solution

**1538.**
2090D
**Simple Permutation** · Tutorial
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Fostok's solution

**1539.**
2090C
**Dining Hall** · Tutorial
Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings
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**1540.**
1814B
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**1541.**
1670D
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Fostok's solution

**1542.**
2071C
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**1543.**
2072F
**Goodbye, Banker Life** · Tutorial
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Fostok's solution

**1544.**
2065G
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Fostok's solution

**1545.**
2065F
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Fostok's solution

**1546.**
1694D
**Fake Plastic Trees** · Tutorial
Rating: 1700 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees
Fostok's solution

**1547.**
486C
**Palindrome Transformation** · Tutorial
Quality: 12,371 global accepts · Rating: 1700 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
Fostok's solution

**1548.**
1695C
**Zero Path** · Tutorial
Quality: 14,057 global accepts · Rating: 1700 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
Fostok's solution

**1549.**
1700C
**Helping the Nature** · Tutorial
Quality: 12,166 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

data structures, greedy
Fostok's solution

**1550.**
2053D
**Refined Product Optimality** · Tutorial
Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
Fostok's solution

**1551.**
1699C
**The Third Problem** · Tutorial
Quality: 10,723 global accepts · Rating: 1700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
Fostok's solution

**1552.**
1783C
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Fostok's solution

**1553.**
2044G1
**Medium Demon Problem (easy version)** · Tutorial
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Fostok's solution

**1554.**
2039D
**Shohag Loves GCD** · Tutorial
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Fostok's solution

**1555.**
2031D
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Fostok's solution

**1556.**
2029C
**New Rating** · Tutorial
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**1557.**
1879D
**Sum of XOR Functions** · Tutorial
Quality: 10,502 global accepts · Rating: 1700 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
Fostok's solution

**1558.**
1931F
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**1559.**
1906M
**Triangle Construction** · Tutorial
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**1560.**
1881F
**Minimum Maximum Distance** · Tutorial
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**1561.**
1884C
**Medium Design** · Tutorial
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**1562.**
1889B
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**1563.**
1893B
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**1564.**
1896D
**Ones and Twos** · Tutorial
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Fostok's solution

**1565.**
1898C
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**1566.**
1901D
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**1567.**
1903D1
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**1568.**
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**1569.**
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Fostok's solution

**1570.**
2027D1
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**1571.**
2030D
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**1572.**
1551D1
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**1573.**
2024D
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**1574.**
1916D
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**1575.**
1735D
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**1576.**
1948D
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**1577.**
1970C2
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**1578.**
1731D
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structures, dp, two pointers
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**1579.**
1731C
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**1580.**
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1973C
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**1582.**
1975D
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**1583.**
1983D
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**1584.**
2018C
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**1585.**
2019E
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**1586.**
2006A
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Fostok's solution

**1587.**
1984C2
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Fostok's solution

**1588.**
1829H
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**1589.**
1849D
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**1590.**
2009F
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**1591.**
2010C2
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**1592.**
1942C2
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**1593.**
1945E
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**1594.**
466C
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**1595.**
1985H1
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**1596.**
1950F
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Fostok's solution

**1597.**
1937C
**Bitwise Operation Wizard** · Tutorial
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**1598.**
1992E
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1982D
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**1600.**
1986E
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Fostok's solution

**1601.**
1883E
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Fostok's solution

**1602.**
1692H
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**1603.**
1955E
**Long Inversions** · Tutorial
Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
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**1604.**
1777C
**Quiz Master** · Tutorial
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**1605.**
1971G
**XOUR** · Tutorial
Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings
Fostok's solution

**1606.**
1722F
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Fostok's solution

**1607.**
546D
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Fostok's solution

**1608.**
1930C
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**1609.**
2218G
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Fostok's solution

**1610.**
2211C2
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**1611.**
2209D
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**1612.**
2204E
**Sum of Digits (and Again)** · Tutorial
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Fostok's solution

**1613.**
2208D1
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**1614.**
2189C2
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**1615.**
2164D
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Quality: 4,980 global accepts · Rating: 1800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers
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**1616.**
2196C1
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**1617.**
2187B
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**1618.**
2185G
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**1619.**
2184E
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**1620.**
2179E
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Fostok's solution

**1621.**
2182E
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**1622.**
2176D
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**1623.**
2153D
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**1624.**
2148F
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**1625.**
2143D1
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Fostok's solution

**1626.**
2145D
**Inversion Value of a Permutation** · Tutorial
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**1627.**
2139E1
**Maple and Tree Beauty (Easy Version)** · Tutorial
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**1628.**
2155D
**Batteries** · Tutorial
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Fostok's solution

**1629.**
2144D
**Price Tags** · Tutorial
Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
Fostok's solution

**1630.**
2127D
**Root was Built by Love, Broken by Destiny** · Tutorial
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Fostok's solution

**1631.**
333B
**Chips** · Tutorial
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Fostok's solution

**1632.**
2071D1
**Infinite Sequence (Easy Version)** · Tutorial
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Fostok's solution

**1633.**
2117F
**Wildflower** · Tutorial
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**1634.**
1367D
**Task On The Board** · Tutorial
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Fostok's solution

**1635.**
2120D
**Matrix game** · Tutorial
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Fostok's solution

**1636.**
2121F
**Yamakasi** · Tutorial
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Fostok's solution

**1637.**
1649D
**Integral Array** · Tutorial
Rating: 1800 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

Fostok's solution

**1638.**
2102D
**Quartet Swapping** · Tutorial
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**1639.**
1907F
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Fostok's solution

**1640.**
2106E
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Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
Fostok's solution

**1641.**
2093F
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Fostok's solution

**1642.**
1728D
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Quality: 8,245 global accepts · Rating: 1800 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games, two pointers
Fostok's solution

**1643.**
2092D
**Mishkin Energizer** · Tutorial
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**1644.**
2091F
**Igor and Mountain** · Tutorial
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Fostok's solution

**1645.**
1295D
**Same GCDs** · Tutorial
Quality: 10,221 global accepts · Rating: 1800 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
Fostok's solution

**1646.**
2079D
**Cute Subsequences** · Tutorial
Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, sortings
Fostok's solution

**1647.**
2078D
**Scammy Game Ad** · Tutorial
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Fostok's solution

**1648.**
1691D
**Max GEQ Sum** · Tutorial
Quality: 7,489 global accepts · Rating: 1800 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
Fostok's solution

**1649.**
1954D
**Colored Balls** · Tutorial
Quality: 8,083 global accepts · Rating: 1800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings
Fostok's solution

**1650.**
2069D
**Palindrome Shuffle** · Tutorial
Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
Fostok's solution

**1651.**
1768D
**Lucky Permutation** · Tutorial
Quality: 9,007 global accepts · Rating: 1800 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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**1652.**
853B
**Jury Meeting** · Tutorial
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**1653.**
2043D
**Problem about GCD** · Tutorial
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**1654.**
1825D1
**LuoTianyi and the Floating Islands (Easy Version)** · Tutorial
Rating: 1800 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees
Fostok's solution

**1655.**
2022C
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**1656.**
2006B
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Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
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**1657.**
2045M
**Mirror Maze** · Tutorial
Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-04 · last AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
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**1658.**
2042C
**Competitive Fishing** · Tutorial
Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
Fostok's solution

**1659.**
1843F1
**Omsk Metro (simple version)** · Tutorial
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Fostok's solution

**1660.**
1841C
**Ranom Numbers** · Tutorial
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Fostok's solution

**1661.**
1845D
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1870D
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1949I
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2014E
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2020D
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1718A1
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1968F
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1955F
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1283D
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1965B
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**1708.**
1966D
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**1709.**
2211D
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2180C
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2137F
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**1714.**
2189D1
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**1716.**
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2184F
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**1718.**
959D
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**1719.**
959E
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2156D
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2154D
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2067E
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**1725.**
1950G
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**1726.**
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**1727.**
1791G2
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2139D
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**1729.**
1627D
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2133D
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**1731.**
2131F
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**1732.**
2130E1
**Interactive RBS (Easy Version)** · Tutorial
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Fostok's solution

**1733.**
2128E1
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**1734.**
2117G
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**1735.**
1367E
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**1736.**
1749D
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**1737.**
1659D
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**1738.**
1647D
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2111E
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**1741.**
2109D
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**1742.**
1932F
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**1743.**
2094H
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**1744.**
2093G
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Fostok's solution

**1745.**
2090E1
**Canteen (Easy Version)** · Tutorial
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Fostok's solution

**1746.**
2089B1
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**1747.**
1678E
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1679D
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**1750.**
2073A
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**1751.**
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1957D
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**1753.**
1970B1
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**1755.**
1970C3
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1920D
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650B
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2053E
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2029D
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1708D
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2040D
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2049D
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2050G
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2052E
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2044F
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2042D
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1718A2
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1996F
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1980F1
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1992F
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1989D
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1883G2
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1593D2
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2217E
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1082E
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2195F
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2171G
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**1819.**
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1682D
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1891F
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1638D
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1764D
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1712D
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**1826.**
1815B
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**1827.**
1770D
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**1828.**
1646D
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**1829.**
1716D
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**1830.**
1690G
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**1831.**
1674G
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**1832.**
1788D
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**1833.**
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**1834.**
1894E
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**1835.**
1923E
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**1836.**
1385E
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**1837.**
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**1838.**
2114F
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**1839.**
1857G
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**1840.**
1665D
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**1841.**
1903E
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1889C1
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**1848.**
1951D
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**1849.**
2103D
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**1850.**
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2041M
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2014F
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2020E
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2073J
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1988D
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1994E
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1951E
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2052J
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1987E
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474E
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490E
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**1871.**
253D
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**1872.**
2062E1
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2063D
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2055D
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1454E
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2051F
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**1879.**
1763C
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2028D
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1733D2
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**1884.**
432D
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**1887.**
1984D
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1976D
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792C
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1366D
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2210D
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**1893.**
2210C2
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2163D1
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2132F
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2161D
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2149G
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2162F
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2150C
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1971H
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2145E
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1975E
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**1906.**
1933F
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1920E
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2044H
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2045I
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**1911.**
2124E
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2119D
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1884D
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2116D
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2005E1
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2051G
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2052D
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2107D
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2092E
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2038B
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**1922.**
2074G
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Fostok's solution

**1923.**
2068C
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**1924.**
1970B2
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1775E
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2046C
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1811F
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**1928.**
1364D
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**1929.**
2061F1
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**1930.**
1454F
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**1931.**
2037F
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**1932.**
2029E
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**1933.**
1762D
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**1934.**
2008H
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**1935.**
2003D2
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**1936.**
2004E
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1499D
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**1938.**
2203E
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**1939.**
1092D2
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**1940.**
1092D1
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**1941.**
2170D
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2108D
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**1943.**
2070E
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**1944.**
2204F
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**1945.**
2118D2
**Red Light, Green Light (Hard version)** · Tutorial
Quality: 2,498 global accepts · Rating: 2200 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
Fostok's solution

**1946.**
2208D2
**Tree Orientation (Hard Version)** · Tutorial
Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
Fostok's solution

**1947.**
1998E1
**Eliminating Balls With Merging (Easy Version)** · Tutorial
Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-09-27 · last AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
Fostok's solution

**1948.**
2060F
**Multiplicative Arrays** · Tutorial
Quality: 2,602 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory
Fostok's solution

**1949.**
2207D
**Boxed Like a Fish** · Tutorial
Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
Fostok's solution

**1950.**
2140E1
**Prime Gaming (Easy Version)** · Tutorial
Quality: 2,109 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
Fostok's solution

**1951.**
2144E1
**Looking at Towers (easy version)** · Tutorial
Quality: 2,559 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
Fostok's solution

**1952.**
2179G
**Blackslex and Penguin Migration** · Tutorial
Quality: 1,209 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math
Fostok's solution

**1953.**
2137G
**Cry Me a River** · Tutorial
Quality: 1,933 global accepts · Rating: 2200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs
Fostok's solution

**1954.**
1175E
**Minimal Segment Cover** · Tutorial
Quality: 4,540 global accepts · Rating: 2200 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
Fostok's solution

**1955.**
2189D2
**Little String (Hard Version)** · Tutorial
Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-02-14 · last AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
Fostok's solution

**1956.**
1695D1
**Tree Queries (Easy Version)** · Tutorial
Quality: 2,457 global accepts · Rating: 2200 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
Fostok's solution

**1957.**
2018D
**Max Plus Min Plus Size** · Tutorial
Quality: 2,192 global accepts · Rating: 2200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
Fostok's solution

**1958.**
2019F
**Max Plus Min Plus Size** · Tutorial
Rating: 2200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, sortings
Fostok's solution

**1959.**
2173E
**Shiro's Mirror Duel** · Tutorial
Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-01-15 · last AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
Fostok's solution

**1960.**
2179H
**Blackslex and Plants** · Tutorial
Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-31 · last AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
Fostok's solution

**1961.**
2178F
**Conquer or of Forest** · Tutorial
Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
Fostok's solution

**1962.**
2156F1
**Strange Operation (Easy Version)** · Tutorial
Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
Fostok's solution

**1963.**
2162G
**Beautiful Tree** · Tutorial
Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees
Fostok's solution

**1964.**
2065H
**Bro Thinks He's Him** · Tutorial
Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices
Fostok's solution

**1965.**
1985H2
**Maximize the Largest Component (Hard Version)** · Tutorial
Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation
Fostok's solution

**1966.**
1926F
**Vlad and Avoiding X** · Tutorial
Quality: 2,094 global accepts · Rating: 2200 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation
Fostok's solution

**1967.**
2155E
**Mimo & Yuyu** · Tutorial
Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
Fostok's solution

**1968.**
2143D2
**Inversion Graph Coloring (Hard Version)** · Tutorial
Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
Fostok's solution

**1969.**
2126G1
**Big Wins! (easy version)** · Tutorial
Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
Fostok's solution

**1970.**
2112E
**Tree Colorings** · Tutorial
Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-07-12 · last AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

Fostok's solution

**1971.**

2113D

**Cheater** · Tutorial

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

Fostok's solution

**1972.**

1659E

**AND-MEX Walk** · Tutorial

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

Fostok's solution

**1973.**

2114G

**Build an Array** · Tutorial

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

Fostok's solution

**1974.**

1921G

**Mischievous Shooter** · Tutorial

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

Fostok's solution

**1975.**

2102E

**23 Kingdom** · Tutorial

Rating: 2200 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, ternary search, two pointers

Fostok's solution

**1976.**

2101C

**23 Kingdom** · Tutorial

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

Fostok's solution

**1977.**

1907G

**Lights** · Tutorial

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

Fostok's solution

**1978.**

2106G1

**Baudelaire (easy version)** · Tutorial

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

Fostok's solution

**1979.**

2085E

**Serval and Modulo** · Tutorial

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

Fostok's solution

**1980.**
2073G
**Corrupted File** · Tutorial
Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**1981.**
1970G2
**Min-Fund Prison (Medium)** · Tutorial
Quality: 877 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
Fostok's solution

**1982.**
1763E
**Node Pairs** · Tutorial
Quality: 2,212 global accepts · Rating: 2200 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, number theory
Fostok's solution

**1983.**
2013E
**Prefix GCD** · Tutorial
Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
Fostok's solution

**1984.**
2009G2
**Yunli's Subarray Queries (hard version)** · Tutorial
Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
Fostok's solution

**1985.**
1520F2
**Guess the K-th Zero (Hard version)** · Tutorial
Quality: 3,348 global accepts · Rating: 2200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
Fostok's solution

**1986.**
1991F
**Triangle Formation** · Tutorial
Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
Fostok's solution

**1987.**
1986G1
**Permutation Problem (Simple Version)** · Tutorial
Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory
Fostok's solution

**1988.**
1695D2
**Tree Queries (Hard Version)** · Tutorial
Quality: 2,292 global accepts · Rating: 2300 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
Fostok's solution

**1989.**
2134D
**Sliding Tree** · Tutorial
Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

Fostok's solution

**1990.**
2134E
**Power Boxes** · Tutorial
Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive
Fostok's solution

**1991.**
1629E
**Grid Xor** · Tutorial
Rating: 2300 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math
Fostok's solution

**1992.**
2120E
**Lanes of Cars** · Tutorial
Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-22 · last AC: 2025-06-25 · PyPy 3-64 (first AC) · Tags: binary search, dp, ternary search
Fostok's solution

**1993.**
1385F
**Removing Leaves** · Tutorial
Quality: 2,823 global accepts · Rating: 2300 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees
Fostok's solution

**1994.**
1385G
**Columns Swaps** · Tutorial
Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation
Fostok's solution

**1995.**
2107F1
**Cycling (Easy Version)** · Tutorial
Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy
Fostok's solution

**1996.**
2089B2
**Canteen (Hard Version)** · Tutorial
Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
Fostok's solution

**1997.**
2069E
**A, B, AB and BA** · Tutorial
Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · last AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
Fostok's solution

**1998.**
2068A
**Condorcet Elections** · Tutorial
Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities
Fostok's solution

**1999.**
2063E
**Triangle Tree** · Tutorial

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-26 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
Fostok's solution

**2000.**
1970B3
**Exact Neighbours (Hard)** · Tutorial
Quality: 715 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
Fostok's solution

**2001.**
1694E
**Keshi in Search of AmShZ** · Tutorial
Rating: 2300 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths
Fostok's solution

**2002.**
2118E
**Grid Coloring** · Tutorial
Quality: 1,428 global accepts · Rating: 2400 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math
Fostok's solution

**2003.**
2176F
**Omega Numbers** · Tutorial
Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-16 · last AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
Fostok's solution

**2004.**
2193H
**Remove the Grail Tree** · Tutorial
Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees
Fostok's solution

**2005.**
2143E
**Make Good** · Tutorial
Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
Fostok's solution

**2006.**
2110F
**Faculty** · Tutorial
Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
Fostok's solution

**2007.**
1679E
**Typical Party in Dorm** · Tutorial
Quality: 1,419 global accepts · Rating: 2400 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, strings
Fostok's solution

**2008.**
2063F1
**Counting Is Not Fun (Easy Version)** · Tutorial
Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-02-26 · last AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
Fostok's solution

**2009.**

2064E

**Mycraft Sand Sort** · Tutorial

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

Fostok's solution

**2010.**

2211E

**Minimum Path Cover** · Tutorial

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

Fostok's solution

**2011.**

1998E2

**Eliminating Balls With Merging (Hard Version)** · Tutorial

Quality: 900 global accepts · Rating: 2500 · first AC: 2026-03-13 · last AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

Fostok's solution

**2012.**

2144E2

**Looking at Towers (difficult version)** · Tutorial

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

Fostok's solution

**2013.**

2185H

**BattleCows 2** · Tutorial

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

Fostok's solution

**2014.**

2163D2

**Diadrash (Hard Version)** · Tutorial

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

Fostok's solution

**2015.**

2154E

**No Mind To Think** · Tutorial

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

Fostok's solution

**2016.**

2133E

**I Yearned For The Mines** · Tutorial

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

Fostok's solution

**2017.**

2160G1

**Inverse Minimum Partition (Easy Version)** · Tutorial

Rating: 2500 · first AC: 2025-10-12 · last AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry, greedy, math, two pointers

Fostok's solution

**2018.**

1625E1

**Cats on the Upgrade (easy version)** · Tutorial

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2025-08-26 · last AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees
Fostok's solution

**2019.**
1956E1
**Nene vs. Monsters (Easy Version)** · Tutorial
Quality: 1,671 global accepts · Rating: 2500 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
Fostok's solution

**2020.**
2075E
**XOR Matrix** · Tutorial
Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math
Fostok's solution

**2021.**
2170F
**Build XOR on a Segment** · Tutorial
Quality: 781 global accepts · Rating: 2600 · first AC: 2025-12-01 · last AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
Fostok's solution

**2022.**
2154F1
**Bombing (Easy Version)** · Tutorial
Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math
Fostok's solution

**2023.**
1956E2
**Nene vs. Monsters (Hard Version)** · Tutorial
Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
Fostok's solution

**2024.**
1672F2
**Checker for Array Shuffling** · Tutorial
Quality: 936 global accepts · Rating: 2800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Fostok's solution

**2025.**
896E
**Welcome home, Chtholly** · Tutorial
Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu
Fostok's solution

**2026.**
1868F
**LIS?** · Tutorial
Quality: 97 global accepts · Rating: 3500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
Fostok's solution

**2027.**
2224B
**Zhily and Mex and Max** · Tutorial
Quality: 3,715 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
Fostok's solution

**2028.**
2224A
**Zhily and Array Operating** · Tutorial
Quality: 5,663 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
Fostok's solution

**2029.**
2227G
**Drowning** · Tutorial
Quality: 1,340 global accepts · Rating: — · first AC: 2026-04-30 · last AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math
Fostok's solution

**2030.**
2227D
**Palindromex** · Tutorial
Quality: 8,928 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers
Fostok's solution

**2031.**
2227C
**Snowfall** · Tutorial
Quality: 15,390 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
Fostok's solution

**2032.**
2227B
**Party Monster** · Tutorial
Quality: 18,450 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
Fostok's solution

**2033.**
2227A
**Koshary** · Tutorial
Quality: 19,910 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
Fostok's solution

**2034.**
2227E
**It All Went Sideways** · Tutorial
Quality: 6,226 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
Fostok's solution

**2035.**
2227F
**It Just Keeps Going Sideways** · Tutorial
Quality: 2,840 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math
Fostok's solution

**2036.**
2225D
**Exceptional Segments** · Tutorial
Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-22 · last AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math
Fostok's solution

**2037.**
2225C
**Red-Black Pairs** · Tutorial
Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
Fostok's solution

**2038.**
2225B
**Alternating String** · Tutorial
Quality: 14,183 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
Fostok's solution

**2039.**
2225A
**A Number Between Two Others** · Tutorial
Quality: 17,733 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
Fostok's solution

**2040.**
106421G
**Tyson's Taunt** · Tutorial
Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2041.**
105617E
**Classics** · Tutorial
Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2042.**
103828A
**2 Arrays Problem** · Tutorial
Rating: — · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2043.**
103828C
**Basharo is not ugly** · Tutorial
Rating: — · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2044.**
103828D
**Ctrl+A+C+V** · Tutorial
Rating: — · first AC: 2026-03-20 · last AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2045.**
103828J
**Even Adjacent Product** · Tutorial
Rating: — · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2046.**
103828M
**Mobile Game** · Tutorial
Rating: — · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2047.**
103828E
**Do you where is Naseem?** · Tutorial
Rating: — · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2048.**
103828H
**Kite** · Tutorial
Rating: — · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2049.**
`102951C`
**LCS on Permutations** · Tutorial
Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2050.**
`106015D`
**The Beast's Shadowy Game** · Tutorial
Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2051.**
`106015K`
**Roads of the Goose** · Tutorial
Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2052.**
`106015G`
**The Unseen Geometry of the Unknown** · Tutorial
Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2053.**
`106015I`
**The Auntie Whispers' Labyrinth** · Tutorial
Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2054.**
`106015J`
**Halzoom's Coffee Grid** · Tutorial
Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2055.**
`106015E`
**The Beast's Encoded Grid** · Tutorial
Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2056.**
`106015F`
**The Spirit-Oak's Resonance** · Tutorial
Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2057.**
`106015N`
**The Squirrel's Scattered Nuts** · Tutorial
Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2058.**
`106015L`
**Gamal's Final Riddle** · Tutorial
Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2059.**
`106015H`
**Whispers of Light in the Unknown** · Tutorial
Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2060.**
106015A
**Welcome to the Unknown: An Over The Garden Wall Adventure!** · Tutorial
Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2061.**
106107E
**Permutation XORpectation** · Tutorial
Rating: — · first AC: 2026-03-11 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2062.**
104520K
**Med and Mex** · Tutorial
Rating: — · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2063.**
106107L
**Integer Average** · Tutorial
Rating: — · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2064.**
106107M
**Roots of Exclusion** · Tutorial
Rating: — · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2065.**
106189G
**Card deck** · Tutorial
Rating: — · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2066.**
106189D
**An oscillating subsequence** · Tutorial
Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2067.**
106189H
**IP v6** · Tutorial
Rating: — · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2068.**
106189E
**Pluses and minuses** · Tutorial
Rating: — · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2069.**
106189F
**Classic Tetris: Scoring** · Tutorial
Rating: — · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2070.**
106189M
**Memory Manager** · Tutorial
Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2071.**
106189L
**Bitwise operations** · Tutorial
Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2072.**
106189A
**Wallpaper** · Tutorial
Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2073.**
2095B
**Plinko** · Tutorial
Quality: 6,002 global accepts · Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive
Fostok's solution

**2074.**
105242B
**Tree Tour** · Tutorial
Rating: — · first AC: 2026-01-27 · last AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2075.**
104683F2
**Maximum Flow in DIV3?(Hard Version)** · Tutorial
Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2076.**
104683F1
**Maximum Flow in DIV3?(Easy Version)** · Tutorial
Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2077.**
103446M
**Harmony in Harmony** · Tutorial
Rating: — · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2078.**
103446H
**Life is a Game** · Tutorial
Rating: — · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2079.**
103446D
**Strange Fractions** · Tutorial
Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2080.**
103446G
**Edge Groups** · Tutorial
Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2081.**
103446I
**Steadily Growing Steam** · Tutorial
Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2082.**
103446E
**Strange Integers** · Tutorial
Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2083.**
2168B
**Locate** · Tutorial
Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
Fostok's solution

**2084.**
2168A1
**Encode and Decode (Easy Version)** · Tutorial
Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive
Fostok's solution

**2085.**
2168A2
**Encode and Decode (Hard Version)** · Tutorial
Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math
Fostok's solution

**2086.**
106007E
**Clean White Paths** · Tutorial
Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2087.**
106007C
**Pizza Man** · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2088.**
106007L
**Equalize** · Tutorial
Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2089.**
106007D
**Master of the Arena** · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2090.**
106007H
**Minimum Path** · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2091.**
106007K
**And X Elements** · Tutorial
Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2092.**
106007A
**GCD MEX** · Tutorial

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2093.**
106007I
**Reverse and Remove** · Tutorial
Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2094.**
106007F
**Meen 3mk?** · Tutorial
Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2095.**
106016E
**a less than b** · Tutorial
Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2096.**
106016I
**W/S TREE** · Tutorial
Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2097.**
106016D
**Least Uncommon Divisor** · Tutorial
Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2098.**
106016L
**Good Sets** · Tutorial
Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2099.**
106016F
**Split** · Tutorial
Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2100.**
106016H
**Median Gcd** · Tutorial
Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2101.**
106016C
**USD vs Liras** · Tutorial
Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2102.**
106016K
**Cookies** · Tutorial
Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2103.**
106016A
**The Beauty Of Homs** · Tutorial
Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Fostok's solution

**2104.**
106020F
**Coin Flip** · Tutorial
Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2105.**
106020E
**Permutation Game** · Tutorial
Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2106.**
106020J
**AND Construction** · Tutorial
Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2107.**
106020M
**Hayyan and Subarray Sums** · Tutorial
Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2108.**
106020H
**Mexican Subarrays** · Tutorial
Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2109.**
106020N
**Colored Sticks** · Tutorial
Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2110.**
106020B
**Free Problems** · Tutorial
Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2111.**
101808G
**Weird Requirements** · Tutorial
Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2112.**
105242F
**Queries on Distincts** · Tutorial
Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2113.**
102569D
**Lexicographically Minimal Shortest Path** · Tutorial
Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2114.**
102951A
**Maximum Distance** · Tutorial
Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

Fostok's solution

**2115.**
105264F
**Tree XOR** · Tutorial
Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2116.**
105264I
**Homies and Not Homies** · Tutorial
Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2117.**
105264C
**Variety Hater** · Tutorial
Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2118.**
105264D
**Make It Minimum** · Tutorial
Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2119.**
105264J
**Game of Primes** · Tutorial
Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2120.**
105264A
**Goals, Goals! Everywhere** · Tutorial
Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2121.**
105264H
**Good Array** · Tutorial
Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2122.**
105264K
**Minimum Sum** · Tutorial
Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2123.**
105264M
**Kaaa** · Tutorial
Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2124.**
104555M
**Maximizing Flight Efficiency** · Tutorial
Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2125.**
104555E
**Extracting Pollen** · Tutorial
Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Fostok's solution

**2126.**
104555B
**Best Fair Shuffles** · Tutorial
Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2127.**
104555C
**Challenging Hike** · Tutorial
Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2128.**
104555F
**Fatigue-Fighting Vacation** · Tutorial
Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2129.**
104555I
**Investigating Zeroes and Ones** · Tutorial
Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2130.**
104555L
**Lexicographical Challenge** · Tutorial
Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2131.**
104555A
**Amusement Park Adventure** · Tutorial
Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2132.**
105190D
**Math Game** · Tutorial
Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2133.**
105190C
**Salameh Leveling** · Tutorial
Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2134.**
105190H
**How Ali Sees Black** · Tutorial
Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2135.**
105190E
**Hard Test** · Tutorial
Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2136.**
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

Fostok's solution

**2137.**
105446G
**Word Search** · Tutorial
Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2138.**
105446K
**Knitting** · Tutorial
Rating: — · first AC: 2025-03-30 · last AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2139.**
105446I
**Inconsistent Patterns** · Tutorial
Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2140.**
105446L
**Leg Day** · Tutorial
Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2141.**
105446A
**Amalgram** · Tutorial
Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2142.**
105161G
**Download Time Monitor** · Tutorial
Rating: — · first AC: 2025-03-25 · last AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2143.**
105161K
**Number Deletion Game** · Tutorial
Rating: — · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2144.**
105161I
**Integer Reaction** · Tutorial
Rating: — · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2145.**
105161F
**Download Speed Monitor** · Tutorial
Rating: — · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2146.**
105139A
**Long Live** · Tutorial
Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2147.**
105139H
**Genshin Impact Startup Forbidden III** · Tutorial
Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Fostok's solution

**2148.**
105139L
**LCMs** · Tutorial
Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2149.**
105139B
**Nana Likes Polygons** · Tutorial
Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2150.**
105139E
**Spicy or Grilled?** · Tutorial
Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2151.**
105617I
**Prank** · Tutorial
Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2152.**
105617D
**Two Arrays** · Tutorial
Rating: — · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2153.**
105617G
**M-11 Highway** · Tutorial
Rating: — · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2154.**
105617A
**Colony of Bacteria** · Tutorial
Rating: — · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2155.**
105617L
**Two Scooters** · Tutorial
Rating: — · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2156.**
104683E
**L-shaped Dominoes** · Tutorial
Rating: — · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2157.**
104683C
**Yet Another ÷2 or +1 Problem** · Tutorial
Rating: — · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2158.**
104683B
**Left or Right Shift** · Tutorial
Rating: — · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Fostok's solution

**2159.**
104683A
**Banis and Cards** · Tutorial
Rating: — · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2160.**
102961S
**Nested Ranges Count** · Tutorial
Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2161.**
102961R
**Nested Ranges Check** · Tutorial
Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2162.**
102961P
**Josephus Problem I** · Tutorial
Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2163.**
102961O
**Traffic Lights** · Tutorial
Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2164.**
102961N
**Towers** · Tutorial
Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2165.**
102961M
**Playlist** · Tutorial
Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2166.**
102961L
**Collecting Numbers II** · Tutorial
Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2167.**
102961K
**Collecting Numbers** · Tutorial
Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2168.**
102961I
**Stick Lengths** · Tutorial
Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2169.**
102961H
**Maximum Subarray Sum** · Tutorial
Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Fostok's solution

**2170.**
`102961G`
**Sum of Two Values** · Tutorial
Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2171.**
`102961F`
**Movie Festival** · Tutorial
Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2172.**
`102961E`
**Restaurant Customers** · Tutorial
Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2173.**
`102961C`
**Ferris Wheel** · Tutorial
Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2174.**
`102961B`
**Apartments** · Tutorial
Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2175.**
`102961A`
**Distinct Numbers** · Tutorial
Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2176.**
`105242G`
**Lexicographically Maximum** · Tutorial
Rating: — · first AC: 2024-06-30 · last AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2177.**
`105316C`
**Hungry Horse** · Tutorial
Rating: — · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2178.**
`105316E`
**Zero Hour** · Tutorial
Rating: — · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2179.**
`105316G`
**Intersection Not Allowed** · Tutorial
Rating: — · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2180.**
`105316J`
**Epic Fight** · Tutorial
Rating: — · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Fostok's solution

**2181.**
105316M
**ACPC** · Tutorial
Rating: — · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2182.**
105316K
**Marks** · Tutorial
Rating: — · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2183.**
1952E
**Sweep Line** · Tutorial
Quality: 341 global accepts · Rating: — · first AC: 2025-01-05 · last AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, combinatorics, games, math
Fostok's solution

**2184.**
1952C
**They Have Fooled** · Tutorial
Quality: 3,263 global accepts · Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, schedules
Fostok's solution

**2185.**
1952D
**Are You a Procrastinator?** · Tutorial
Quality: 5,360 global accepts · Rating: — · first AC: 2025-01-05 · last AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
Fostok's solution

**2186.**
1952F
**Grid** · Tutorial
Quality: 1,954 global accepts · Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force
Fostok's solution

**2187.**
1952G
**Mathematician Takeover** · Tutorial
Quality: 1,224 global accepts · Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, dfs and similar, math
Fostok's solution

**2188.**
1952H
**Palindrome** · Tutorial
Quality: 806 global accepts · Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation, strings
Fostok's solution

**2189.**
1952I
**Dark Matter** · Tutorial
Quality: 650 global accepts · Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks, geometry
Fostok's solution

**2190.**
1952J
**Help, what does it mean to be "Based"** · Tutorial
Quality: 903 global accepts · Rating: — · first AC: 2024-08-07 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
Fostok's solution

**2191.**
102397I
**Dr.Hjjawi and the MCQ** · Tutorial
Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2192.**
102397F
**Weird Game** · Tutorial
Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2193.**
102397H
**Mahmoud and the flagstones** · Tutorial
Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2194.**
102397G
**Super Weird Game** · Tutorial
Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2195.**
102397E
**Bashar and the bad land (Hard)** · Tutorial
Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Fostok's solution

**2196.**
105242E
**Replace with MEX** · Tutorial
Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
Fostok's solution

**2197.**
105364A
**Pairs** · Tutorial
Rating: — · first AC: 2024-09-25 · last AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Fostok's solution

**2198.**
105079F
**Cupcake Circle** · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2199.**
105079E
**Cupcake Collecting** · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2200.**
105079C
**Frosting Circles** · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2201.**
105079D
**Spicy Cupcakes** · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2202.**
105079A
**Ordering Cupcakes** · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2203.**
105079B
**Polkadots** · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2204.**
105242A
**Prefix GCD** · Tutorial
Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2205.**
105242L
**Median of the Array** · Tutorial
Rating: — · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2206.**
105242D
**You Have Been Grid Squared** · Tutorial
Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2207.**
105242C
**Powerful String** · Tutorial
Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2208.**
105242M
**Taim and Zingers** · Tutorial
Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2209.**
105242J
**The Square Game** · Tutorial
Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2210.**
103150B
**Arrowing Process** · Tutorial
Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2211.**
101028F
**Good Words** · Tutorial
Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2212.**
104381I
**Line up** · Tutorial
Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Fostok's solution

**2213.**

1952B

**Is it stated?** · Tutorial

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

Fostok's solution

**2214.**

1952A

**Are You a Robot, Again?** · Tutorial

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

Fostok's solution

**2215.**

102951B

**Studying Algorithms** · Tutorial

Rating: — · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

Fostok's solution