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Unique solved — Friedrich

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 1,528

- 1.**
467A
[George and Accommodation](#) · [Tutorial](#)
Quality: 155,943 global accepts · Rating: 800 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: implementation
[Friedrich's solution](#)
- 2.**
1534A
[Colour the Flag](#) · [Tutorial](#)
Quality: 13,175 global accepts · Rating: 800 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[Friedrich's solution](#)
- 3.**
1670A
[Prof. Slim](#) · [Tutorial](#)
Quality: 15,995 global accepts · Rating: 800 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[Friedrich's solution](#)
- 4.**
306A
[Candies](#) · [Tutorial](#)
Quality: 8,175 global accepts · Rating: 800 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: implementation
[Friedrich's solution](#)
- 5.**
1721A
[Image](#) · [Tutorial](#)
Quality: 28,310 global accepts · Rating: 800 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[Friedrich's solution](#)
- 6.**
1619A
[Square String?](#) · [Tutorial](#)
Quality: 62,823 global accepts · Rating: 800 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: implementation, strings
[Friedrich's solution](#)
- 7.**
1929A
[Sasha and the Beautiful Array](#) · [Tutorial](#)
Quality: 34,942 global accepts · Rating: 800 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Friedrich's solution](#)
- 8.**
1426A
[Floor Number](#) · [Tutorial](#)
Quality: 54,960 global accepts · Rating: 800 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: implementation, math
[Friedrich's solution](#)
- 9.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,684 global accepts · Rating: 800 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: greedy, strings
[Friedrich's solution](#)
- 10.**
2205B
[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,170 global accepts · Rating: 800 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: implementation, math

[Friedrich's solution](#)

11.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 800 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

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12.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,991 global accepts · Rating: 800 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: math

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13.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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14.

2184A

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

Quality: 38,086 global accepts · Rating: 800 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: math

[Friedrich's solution](#)

15.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2026-01-05 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math

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16.

1928A

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Quality: 24,423 global accepts · Rating: 800 · first AC: 2026-01-05 · PyPy 3-64 (first AC) · Tags: geometry, math

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17.

1920A

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18.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2026-01-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

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19.

2008A

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20.

1353B

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21.

1746B

[Rebellion](#) · [Tutorial](#)

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22.

1473A

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Quality: 37,430 global accepts · Rating: 800 · first AC: 2026-01-05 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, sortings

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23.

1886A

[Sum of Three](#) · [Tutorial](#)

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24.

994A

[Fingerprints](#) · [Tutorial](#)

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25.

1552A

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

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[Friedrich's solution](#)

26.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2026-01-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

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27.

1712A

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

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28.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,443 global accepts · Rating: 800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: brute force

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29.

2182A

[New Year String](#) · [Tutorial](#)

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[Friedrich's solution](#)

30.

2178A

[Yes or Yes](#) · [Tutorial](#)

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31.

2180B

[Ashmal](#) · [Tutorial](#)

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[Friedrich's solution](#)

32.

2180A

[Carnival Wheel](#) · [Tutorial](#)

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[Friedrich's solution](#)

33.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,075 global accepts · Rating: 800 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Friedrich's solution](#)

34.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

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35.

2170A

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

Quality: 19,935 global accepts · Rating: 800 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[Friedrich's solution](#)

36.

2157A

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[Friedrich's solution](#)

37.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

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38.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, sortings

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39.

2044B

[Normal Problem](#) · [Tutorial](#)

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[Friedrich's solution](#)

40.

2117B

[Shrink](#) · [Tutorial](#)

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41.

1747A

[Two Groups](#) · [Tutorial](#)

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42.

1802A

[Likes](#) · [Tutorial](#)

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43.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

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[Friedrich's solution](#)

44.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

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45.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

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[Friedrich's solution](#)

46.

1680A

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

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[Friedrich's solution](#)

47.

1741B

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

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48.

1971B

[Different String](#) · [Tutorial](#)

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49.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-10-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

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50.

1878A

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Quality: 78,673 global accepts · Rating: 800 · first AC: 2025-10-31 · PyPy 3-64 (first AC) · Tags: greedy

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51.

2063A

[Minimal Coprime](#) · [Tutorial](#)

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52.

1872A

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53.

2161A

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Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: games, greedy, implementation, math

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54.

2132A

[Homework](#) · [Tutorial](#)

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55.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,873 global accepts · Rating: 800 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

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56.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,873 global accepts · Rating: 800 · first AC: 2025-10-22 · Python 3 (first AC) · Tags: brute force, math

[Friedrich's solution](#)

57.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 800 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: math

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58.

2155A

[El fucho](#) · [Tutorial](#)

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[Friedrich's solution](#)

59.

2152A

[Increase or Smash](#) · [Tutorial](#)

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[Friedrich's solution](#)

60.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

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61.

2149A

[Be Positive](#) · [Tutorial](#)

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62.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

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[Friedrich's solution](#)

63.

2146A

[Equal Occurrences](#) · [Tutorial](#)

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64.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2025-09-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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65.

2143A

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66.

2144A

[Cut the Array](#) · [Tutorial](#)

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[Friedrich's solution](#)

67.

1637A

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Quality: 24,135 global accepts · Rating: 800 · first AC: 2025-09-14 · PyPy 3-64 (first AC) · Tags: brute force, sortings

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68.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2025-09-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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69.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,558 global accepts · Rating: 800 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

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70.

2127A

[Mix Mex Max](#) · [Tutorial](#)

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71.

2125A

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72.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

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73.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

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74.

2122A

[Greedy Grid](#) · [Tutorial](#)

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75.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 800 · first AC: 2025-07-05 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

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76.

2120A

[Square of Rectangles](#) · [Tutorial](#)

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77.

1985B

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78.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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79.

2121B

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Quality: 32,496 global accepts · Rating: 800 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

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80.

2121A

[Letter Home](#) · [Tutorial](#)

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81.

2113A

[Shashliks](#) · [Tutorial](#)

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82.

2118A

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

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83.

1697A

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84.

2111A

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85.

2110A

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Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: implementation, sortings

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86.

2108A

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[Friedrich's solution](#)

87.

2104A

[Three Decks](#) · [Tutorial](#)

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88.

1764A

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89.

2096A

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90.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,841 global accepts · Rating: 800 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: math

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91.

2084A

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92.

2086A

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93.

2091B

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94.

2091A

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95.

2075A

[To Zero](#) · [Tutorial](#)

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96.

2070A

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Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: brute force, math

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97.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,660 global accepts · Rating: 800 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Friedrich's solution](#)

98.

2069A

[Was there an Array? · Tutorial](#)

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[Friedrich's solution](#)

99.

1950A

[Stair, Peak, or Neither? · Tutorial](#)

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100.

2059A

[Milya and Two Arrays · Tutorial](#)

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101.

2062A

[String · Tutorial](#)

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102.

2061A

[Kevin and Arithmetic · Tutorial](#)

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103.

2025A

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104.

1804A

[Lame King · Tutorial](#)

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105.

2057A

[MEX Table · Tutorial](#)

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106.

2053A

[Tender Carpenter · Tutorial](#)

Quality: 21,262 global accepts · Rating: 800 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: dp, geometry, greedy, math

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107.

2051B

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[Friedrich's solution](#)

108.

2051A

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[Friedrich's solution](#)

109.

2048A

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Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math, number theory

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110.

2040A

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Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: games, math

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111.

2050A

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112.

2042A

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Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

113.

2037B

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Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation

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114.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: greedy, math

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115.

2036B

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Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

116.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: implementation

[Friedrich's solution](#)

117.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

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118.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,479 global accepts · Rating: 800 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: *special, implementation

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119.

2035A

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Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: implementation, math

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120.

2022A

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Quality: 17,229 global accepts · Rating: 800 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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121.

2021A

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Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-07 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings

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122.

2020A

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Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Friedrich's solution](#)

123.

2014B

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Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: math

[Friedrich's solution](#)

124.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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125.

2013A

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Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Friedrich's solution](#)

126.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-09-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[Friedrich's solution](#)

127.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

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128.

2001A

[Make All Equal](#) · [Tutorial](#)

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129.

2004A

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Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: implementation, math

[Friedrich's solution](#)

130.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

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131.

1998A

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Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

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132.

1999C

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Quality: 41,642 global accepts · Rating: 800 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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133.

1999A

[A+B Again?](#) · [Tutorial](#)

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134.

1993A

[Question Marks](#) · [Tutorial](#)

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135.

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2024-08-03 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Friedrich's solution](#)

136.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2024-08-02 · PyPy 3 (first AC) · Tags: greedy

[Friedrich's solution](#)

137.

1708A

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138.

1997A

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[Friedrich's solution](#)

139.

1991A

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Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

140.

1996B

[Scale](#) · [Tutorial](#)

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141.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,381 global accepts · Rating: 800 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

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142.

1758A

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

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143.

1682A

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144.

1995A

[Diagonals](#) · [Tutorial](#)

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145.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

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146.

1665A

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147.

1994A

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148.

1788A

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[Friedrich's solution](#)

149.

1925A

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[Friedrich's solution](#)

150.

1695A

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

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151.

1608A

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152.

1884A

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Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[Friedrich's solution](#)

153.

1992B

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Quality: 37,945 global accepts · Rating: 800 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

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154.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,235 global accepts · Rating: 800 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

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155.

1527A

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Quality: 41,904 global accepts · Rating: 800 · first AC: 2024-07-08 · PyPy 3-64 (first AC) · Tags: bitmasks

[Friedrich's solution](#)

156.

1983A

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157.

1981A

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Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Friedrich's solution](#)

158.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Friedrich's solution](#)

159.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: greedy, math

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160.

1989A

[Catch the Coin](#) · [Tutorial](#)

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161.

1982A

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162.

1794A

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163.

1978B

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164.

1978A

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165.

1984A

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Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms
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166.

1979A

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[Friedrich's solution](#)

167.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: games, greedy
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168.

1956A

[Nene's Game](#) · [Tutorial](#)

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169.

1935A

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Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings
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170.

1902A

[Binary Imbalance](#) · [Tutorial](#)

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[Friedrich's solution](#)

171.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,100 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
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172.

1896A

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173.

1894A

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[Friedrich's solution](#)

174.

1895B

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175.

1895A

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176.

1891A

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177.

1890B

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178.

1890A

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179.

1877A

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180.

1870A

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[Friedrich's solution](#)

181.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,346 global accepts · Rating: 800 · first AC: 2023-08-16 · PyPy 3-64 (first AC) · Tags: games, greedy, math

[Friedrich's solution](#)

182.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,410 global accepts · Rating: 800 · first AC: 2023-08-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

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183.

1857A

[Array Coloring](#) · [Tutorial](#)

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184.

1844A

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185.

1843C

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186.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,103 global accepts · Rating: 800 · first AC: 2023-06-21 · PyPy 3-64 (first AC) · Tags: greedy, math, two pointers

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187.

1843A

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188.

1834A

[Unit Array](#) · [Tutorial](#)

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189.

1841A

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190.

1840A

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191.

1838A

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192.

1831A

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193.

1837A

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194.

1833C

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195.

1833A

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[Friedrich's solution](#)

196.

1828A

[Divisible Array](#) · [Tutorial](#)

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[Friedrich's solution](#)

197.

1832A

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Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: strings
[Friedrich's solution](#)

198.

1811A

[Insert Digit](#) · [Tutorial](#)

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[Friedrich's solution](#)

199.

1825A

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[Friedrich's solution](#)

200.

1807A

[Plus or Minus](#) · [Tutorial](#)

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[Friedrich's solution](#)

201.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · PyPy 3 (first AC) · Tags: bitmasks, greedy, implementation
[Friedrich's solution](#)

202.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,033 global accepts · Rating: 800 · first AC: 2023-05-06 · PyPy 3 (first AC) · Tags: implementation
[Friedrich's solution](#)

203.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,695 global accepts · Rating: 800 · first AC: 2023-05-06 · PyPy 3 (first AC) · Tags: implementation, strings
[Friedrich's solution](#)

204.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,356 global accepts · Rating: 800 · first AC: 2023-05-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings, strings
[Friedrich's solution](#)

205.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,297 global accepts · Rating: 800 · first AC: 2023-05-01 · PyPy 3-64 (first AC) · Tags: implementation
[Friedrich's solution](#)

206.

231A

[Team](#) · [Tutorial](#)

Quality: 430,274 global accepts · Rating: 800 · first AC: 2023-04-30 · PyPy 3-64 (first AC) · Tags: brute force, greedy
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207.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

208.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,265 global accepts · Rating: 800 · first AC: 2023-04-28 · PyPy 3-64 (first AC) · Tags: strings

[Friedrich's solution](#)

209.

1823A

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Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

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210.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-04-26 · PyPy 3-64 (first AC) · Tags: implementation

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211.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Friedrich's solution](#)

212.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[Friedrich's solution](#)

213.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Friedrich's solution](#)

214.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Friedrich's solution](#)

215.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,408 global accepts · Rating: 900 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: implementation, math

[Friedrich's solution](#)

216.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 900 · first AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: greedy

[Friedrich's solution](#)

217.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 900 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings

[Friedrich's solution](#)

218.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 900 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: implementation, math

[Friedrich's solution](#)

219.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 900 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

220.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,142 global accepts · Rating: 900 · first AC: 2025-09-25 · last AC: 2025-09-26 · PyPy 3-64 (first AC) · Tags: greedy

[Friedrich's solution](#)

221.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: math, number theory

[Friedrich's solution](#)

222.

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: strings

[Friedrich's solution](#)

223.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: math, number theory

[Friedrich's solution](#)

224.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: greedy, math

[Friedrich's solution](#)

225.

2072B

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

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, strings

[Friedrich's solution](#)

226.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,085 global accepts · Rating: 900 · first AC: 2025-02-15 · PyPy 3-64 (first AC) · Tags: implementation

[Friedrich's solution](#)

227.

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2025-02-15 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Friedrich's solution](#)

228.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,381 global accepts · Rating: 900 · first AC: 2025-02-15 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Friedrich's solution](#)

229.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: greedy, math

[Friedrich's solution](#)

230.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

231.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: games, greedy

[Friedrich's solution](#)

232.

2026A

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

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

[Friedrich's solution](#)

233.

2035B

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

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

[Friedrich's solution](#)

234.

2013B

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

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Friedrich's solution](#)

235.

2005A

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

Quality: 26,246 global accepts · Rating: 900 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Friedrich's solution](#)

236.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2024-08-03 · PyPy 3-64 (first AC) · Tags: greedy, math

[Friedrich's solution](#)

237.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Friedrich's solution](#)

238.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,892 global accepts · Rating: 900 · first AC: 2024-07-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Friedrich's solution](#)

239.

1665B

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

Quality: 32,900 global accepts · Rating: 900 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[Friedrich's solution](#)

240.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

241.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Friedrich's solution](#)

242.

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Friedrich's solution](#)

243.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2024-07-10 · PyPy 3-64 (first AC) · Tags: implementation, math

[Friedrich's solution](#)

244.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Friedrich's solution](#)

245.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: strings

[Friedrich's solution](#)

246.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

247.

1837B

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

Quality: 50,101 global accepts · Rating: 900 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: greedy

[Friedrich's solution](#)

248.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

249.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,306 global accepts · Rating: 900 · first AC: 2023-05-14 · PyPy 3-64 (first AC) · Tags: math, number theory

[Friedrich's solution](#)

250.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Friedrich's solution](#)

251.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings

[Friedrich's solution](#)

252.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Friedrich's solution](#)

253.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

254.

2203B

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

Quality: 14,294 global accepts · Rating: 1000 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Friedrich's solution](#)

255.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: brute force

[Friedrich's solution](#)

256.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,889 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Friedrich's solution](#)

257.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Friedrich's solution](#)

258.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 1000 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, strings

[Friedrich's solution](#)

259.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Friedrich's solution](#)

260.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1000 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[Friedrich's solution](#)

261.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,551 global accepts · Rating: 1000 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

262.

2147B

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

Quality: 16,965 global accepts · Rating: 1000 · first AC: 2025-09-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Friedrich's solution](#)

263.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,915 global accepts · Rating: 1000 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[Friedrich's solution](#)

264.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

265.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: geometry

[Friedrich's solution](#)

266.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Friedrich's solution](#)

267.

2093C

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

Quality: 30,845 global accepts · Rating: 1000 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: math, number theory

[Friedrich's solution](#)

268.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,835 global accepts · Rating: 1000 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

269.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2025-02-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[Friedrich's solution](#)

270.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,107 global accepts · Rating: 1000 · first AC: 2025-02-15 · PyPy 3-64 (first AC) · Tags: greedy

[Friedrich's solution](#)

271.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2025-01-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

272.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

273.

2051C

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

Quality: 28,012 global accepts · Rating: 1000 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[Friedrich's solution](#)

274.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Friedrich's solution](#)

275.

2005B1

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

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Friedrich's solution](#)

276.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-09-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, sortings

[Friedrich's solution](#)

277.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Friedrich's solution](#)

278.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[Friedrich's solution](#)

279.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Friedrich's solution](#)

280.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,747 global accepts · Rating: 1000 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation

[Friedrich's solution](#)

281.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,573 global accepts · Rating: 1000 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: combinatorics, math, two pointers

[Friedrich's solution](#)

282.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: games, greedy

[Friedrich's solution](#)

283.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: geometry, math

[Friedrich's solution](#)

284.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,296 global accepts · Rating: 1000 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: implementation

[Friedrich's solution](#)

285.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2024-07-09 · PyPy 3-64 (first AC) · Tags: math, number theory

[Friedrich's solution](#)

286.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: greedy

[Friedrich's solution](#)

287.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[Friedrich's solution](#)

288.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Friedrich's solution](#)

289.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: math, number theory

[Friedrich's solution](#)

290.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[Friedrich's solution](#)

291.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Friedrich's solution](#)

292.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[Friedrich's solution](#)

293.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · PyPy 3-64 (first AC) · Tags: implementation

[Friedrich's solution](#)

294.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,056 global accepts · Rating: 1000 · first AC: 2023-05-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

295.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

296.

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: greedy, math

[Friedrich's solution](#)

297.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-06 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Friedrich's solution](#)

298.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,857 global accepts · Rating: 1100 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Friedrich's solution](#)

299.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1100 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: math

[Friedrich's solution](#)

300.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[Friedrich's solution](#)

301.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 1100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

302.

2155B

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

Quality: 16,989 global accepts · Rating: 1100 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs

[Friedrich's solution](#)

303.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

304.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2025-09-19 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[Friedrich's solution](#)

305.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2025-09-14 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math

[Friedrich's solution](#)

306.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Friedrich's solution](#)

307.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-09-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Friedrich's solution](#)

308.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,630 global accepts · Rating: 1100 · first AC: 2025-08-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Friedrich's solution](#)

309.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Friedrich's solution](#)

310.

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

311.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[Friedrich's solution](#)

312.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,437 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers

[Friedrich's solution](#)

313.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math

[Friedrich's solution](#)

314.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Friedrich's solution](#)

315.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Friedrich's solution](#)

316.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Friedrich's solution](#)

317.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[Friedrich's solution](#)

318.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[Friedrich's solution](#)

319.

1506B

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

Quality: 21,150 global accepts · Rating: 1100 · first AC: 2025-02-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

320.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2025-02-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[Friedrich's solution](#)

321.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: binary search, geometry

[Friedrich's solution](#)

322.

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Friedrich's solution](#)

323.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1100 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[Friedrich's solution](#)

324.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, strings

[Friedrich's solution](#)

325.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,201 global accepts · Rating: 1100 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Friedrich's solution](#)

326.

2032B

[Medians](#) · [Tutorial](#)

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

[Friedrich's solution](#)

327.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-21 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, sortings

[Friedrich's solution](#)

328.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[Friedrich's solution](#)

329.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[Friedrich's solution](#)

330.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,674 global accepts · Rating: 1100 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[Friedrich's solution](#)

331.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

332.

1708B

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

Quality: 28,413 global accepts · Rating: 1100 · first AC: 2024-08-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Friedrich's solution](#)

333.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[Friedrich's solution](#)

334.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, two pointers

[Friedrich's solution](#)

335.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[Friedrich's solution](#)

336.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Friedrich's solution](#)

337.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1100 · first AC: 2024-07-25 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Friedrich's solution](#)

338.

1995B1

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

Quality: 20,986 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

[Friedrich's solution](#)

339.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: greedy, trees

[Friedrich's solution](#)

340.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Friedrich's solution](#)

341.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2024-07-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Friedrich's solution](#)

342.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[Friedrich's solution](#)

343.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2024-07-08 · PyPy 3-64 (first AC) · Tags: math

[Friedrich's solution](#)

344.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Friedrich's solution](#)

345.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: implementation, math

[Friedrich's solution](#)

346.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[Friedrich's solution](#)

347.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,018 global accepts · Rating: 1100 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings

[Friedrich's solution](#)

348.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: math, number theory

[Friedrich's solution](#)

349.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Friedrich's solution](#)

350.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math

[Friedrich's solution](#)

351.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Friedrich's solution](#)

352.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, sortings

[Friedrich's solution](#)

353.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,495 global accepts · Rating: 1100 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: brute force, sortings, two pointers

[Friedrich's solution](#)

354.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,167 global accepts · Rating: 1100 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: math, number theory

[Friedrich's solution](#)

355.

1797B

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

Quality: 24,615 global accepts · Rating: 1100 · first AC: 2023-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

356.

1820B

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

Quality: 23,012 global accepts · Rating: 1100 · first AC: 2023-04-22 · PyPy 3-64 (first AC) · Tags: math, strings, two pointers

[Friedrich's solution](#)

357.

1821B

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

Quality: 28,333 global accepts · Rating: 1100 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Friedrich's solution](#)

358.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,622 global accepts · Rating: 1200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Friedrich's solution](#)

359.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Friedrich's solution](#)

360.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[Friedrich's solution](#)

361.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation

[Friedrich's solution](#)

362.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, strings

[Friedrich's solution](#)

363.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2026-03-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[Friedrich's solution](#)

364.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,463 global accepts · Rating: 1200 · first AC: 2026-03-14 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

365.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

366.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: binary search

[Friedrich's solution](#)

367.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

[Friedrich's solution](#)

368.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Friedrich's solution](#)

369.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[Friedrich's solution](#)

370.

2182C

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

Quality: 15,520 global accepts · Rating: 1200 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp
[Friedrich's solution](#)

371.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation
[Friedrich's solution](#)

372.

2174A

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

Quality: 14,304 global accepts · Rating: 1200 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: greedy, strings, two pointers
[Friedrich's solution](#)

373.

2170B

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

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: greedy, math
[Friedrich's solution](#)

374.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[Friedrich's solution](#)

375.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,557 global accepts · Rating: 1200 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[Friedrich's solution](#)

376.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,354 global accepts · Rating: 1200 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: strings
[Friedrich's solution](#)

377.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2025-09-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[Friedrich's solution](#)

378.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: data structures, dp
[Friedrich's solution](#)

379.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,680 global accepts · Rating: 1200 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation
[Friedrich's solution](#)

380.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1200 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Friedrich's solution](#)

381.

2126D

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

Quality: 24,016 global accepts · Rating: 1200 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[Friedrich's solution](#)

382.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,307 global accepts · Rating: 1200 · first AC: 2025-07-05 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[Friedrich's solution](#)

383.

2121C

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

Quality: 21,746 global accepts · Rating: 1200 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

384.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,624 global accepts · Rating: 1200 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Friedrich's solution](#)

385.

2118B

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

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

[Friedrich's solution](#)

386.

2091D

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

Quality: 23,494 global accepts · Rating: 1200 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[Friedrich's solution](#)

387.

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Friedrich's solution](#)

388.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: greedy, matrices

[Friedrich's solution](#)

389.

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2025-02-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

390.

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: brute force, math

[Friedrich's solution](#)

391.

2053B

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

Quality: 16,978 global accepts · Rating: 1200 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures,

greedy

[Friedrich's solution](#)

392.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,922 global accepts · Rating: 1200 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: binary search, sortings, two pointers

[Friedrich's solution](#)

393.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Friedrich's solution](#)

394.

2050C

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

Quality: 25,002 global accepts · Rating: 1200 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[Friedrich's solution](#)

395.

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

396.

2020B

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

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · last AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: binary search, math

[Friedrich's solution](#)

397.

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings

[Friedrich's solution](#)

398.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-09-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[Friedrich's solution](#)

399.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, math

[Friedrich's solution](#)

400.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,669 global accepts · Rating: 1200 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: math, sortings

[Friedrich's solution](#)

401.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings, strings

[Friedrich's solution](#)

402.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-07-17 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[Friedrich's solution](#)

403.

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2024-07-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

404.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[Friedrich's solution](#)

405.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2024-07-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

[Friedrich's solution](#)

406.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1200 · first AC: 2024-07-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[Friedrich's solution](#)

407.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Friedrich's solution](#)

408.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Friedrich's solution](#)

409.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings

[Friedrich's solution](#)

410.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Friedrich's solution](#)

411.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[Friedrich's solution](#)

412.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: brute force

[Friedrich's solution](#)

413.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Friedrich's solution](#)

414.

1935B

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

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Friedrich's solution](#)

415.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1200 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: math, number theory

[Friedrich's solution](#)

416.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[Friedrich's solution](#)

417.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,830 global accepts · Rating: 1200 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: math

[Friedrich's solution](#)

418.

1857C

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

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

419.

1834C

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

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: games, greedy, math, strings

[Friedrich's solution](#)

420.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,396 global accepts · Rating: 1200 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

421.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[Friedrich's solution](#)

422.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 1300 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: binary search

[Friedrich's solution](#)

423.

2187A

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

Quality: 15,870 global accepts · Rating: 1300 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

424.

2041A

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

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2026-01-03 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Friedrich's solution](#)

425.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

426.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,403 global accepts · Rating: 1300 · first AC: 2025-10-06 · last AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings

[Friedrich's solution](#)

427.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1300 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: graphs, shortest paths

[Friedrich's solution](#)

428.

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games

[Friedrich's solution](#)

429.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,700 global accepts · Rating: 1300 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation

[Friedrich's solution](#)

430.

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2025-09-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

[Friedrich's solution](#)

431.

2146C

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

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

[Friedrich's solution](#)

432.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Friedrich's solution](#)

433.

2144C

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

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Friedrich's solution](#)

434.

1864C

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Quality: 15,283 global accepts · Rating: 1300 · first AC: 2025-09-03 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math,

number theory

[Friedrich's solution](#)

435.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy

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436.

2129A

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Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

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437.

2119C

[A Good Problem · Tutorial](#)

Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-07-05 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[Friedrich's solution](#)

438.

2112C

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Quality: 17,729 global accepts · Rating: 1300 · first AC: 2025-06-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, two pointers

[Friedrich's solution](#)

439.

2121D

[1709 · Tutorial](#)

Quality: 18,206 global accepts · Rating: 1300 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: implementation, sortings

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440.

2118C

[Make It Beautiful · Tutorial](#)

Quality: 18,480 global accepts · Rating: 1300 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, greedy, math

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441.

2101A

[Mex in the Grid · Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[Friedrich's solution](#)

442.

2108B

[SUMdamental Decomposition · Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

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443.

2086C

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Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

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444.

2091E

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Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[Friedrich's solution](#)

445.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[Friedrich's solution](#)

446.

2073L

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Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Friedrich's solution](#)

447.

2072D

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

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation
[Friedrich's solution](#)

448.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Friedrich's solution](#)

449.

2025C

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Quality: 19,037 global accepts · Rating: 1300 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
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450.

2050D

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Quality: 18,980 global accepts · Rating: 1300 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, strings
[Friedrich's solution](#)

451.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
[Friedrich's solution](#)

452.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,989 global accepts · Rating: 1300 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation, matrices
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453.

2026B

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Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
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454.

2023A

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Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Friedrich's solution](#)

455.

2022B

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Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[Friedrich's solution](#)

456.

4C

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Quality: 108,152 global accepts · Rating: 1300 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation

[Friedrich's solution](#)

457.

1999E

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Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: dp, implementation, math

[Friedrich's solution](#)

458.

1768C

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Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-08-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Friedrich's solution](#)

459.

1776H

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Quality: 7,546 global accepts · Rating: 1300 · first AC: 2024-08-02 · PyPy 3 (first AC) · Tags: two pointers

[Friedrich's solution](#)

460.

1991C

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Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Friedrich's solution](#)

461.

1788C

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Quality: 19,467 global accepts · Rating: 1300 · first AC: 2024-07-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Friedrich's solution](#)

462.

1988C

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Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Friedrich's solution](#)

463.

1981B

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Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Friedrich's solution](#)

464.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Friedrich's solution](#)

465.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[Friedrich's solution](#)

466.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: games, greedy

[Friedrich's solution](#)

467.

1902C

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Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Friedrich's solution](#)

468.

1890C

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

Rating: 1300 · first AC: 2023-10-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, two pointers

[Friedrich's solution](#)

469.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Friedrich's solution](#)

470.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: math, sortings, trees

[Friedrich's solution](#)

471.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, math

[Friedrich's solution](#)

472.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Friedrich's solution](#)

473.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Friedrich's solution](#)

474.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-22 · last AC: 2023-04-22 · PyPy 3-64 (first AC) · Tags: greedy, math

[Friedrich's solution](#)

475.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, strings

[Friedrich's solution](#)

476.

1820C

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

Rating: 1300 · first AC: 2023-04-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

477.

2190B1

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

Quality: 10,675 global accepts · Rating: 1400 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Friedrich's solution](#)

478.

2045C

[Saraga · Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2025-12-30 · PyPy 3-64 (first AC) · Tags: greedy, strings

[Friedrich's solution](#)

479.

2173C

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Quality: 12,390 global accepts · Rating: 1400 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Friedrich's solution](#)

480.

2157C

[Meximum Array 2 · Tutorial](#)

Quality: 9,253 global accepts · Rating: 1400 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Friedrich's solution](#)

481.

2164C

[Dungeon · Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Friedrich's solution](#)

482.

2156C

[Maximum GCD on Whiteboard · Tutorial](#)

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Friedrich's solution](#)

483.

2152C

[Triple Removal · Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[Friedrich's solution](#)

484.

1923C

[Find B · Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2025-09-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

485.

2127C

[Trip Shopping · Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[Friedrich's solution](#)

486.

2126E

[G-C-D, Unlucky! · Tutorial](#)

Quality: 17,018 global accepts · Rating: 1400 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: math, number theory

[Friedrich's solution](#)

487.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,593 global accepts · Rating: 1400 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Friedrich's solution](#)

488.

2111D

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

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Friedrich's solution](#)

489.

2114D

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

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-26 · last AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Friedrich's solution](#)

490.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

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491.

2104D

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Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

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492.

2097A

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493.

1764C

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Quality: 10,446 global accepts · Rating: 1400 · first AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: graphs, greedy

[Friedrich's solution](#)

494.

2093D

[Skibidi Table](#) · [Tutorial](#)

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[Friedrich's solution](#)

495.

2084C

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496.

2066A

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497.

2032C

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Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings, two pointers
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498.

2035C

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499.

2020C

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500.

2014D

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

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[Friedrich's solution](#)

501.

2013C

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Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, strings
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502.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-09-07 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings
[Friedrich's solution](#)

503.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,666 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[Friedrich's solution](#)

504.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: implementation, math
[Friedrich's solution](#)

505.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2024-07-25 · PyPy 3-64 (first AC) · Tags: greedy, number theory
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506.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2024-07-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math
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507.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Friedrich's solution](#)

508.

1282B1

[K for the Price of One \(Easy Version\) · Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2024-07-10 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings

[Friedrich's solution](#)

509.

1245C

[Constanze's Machine · Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Friedrich's solution](#)

510.

1263C

[Everyone is a Winner! · Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2024-07-08 · PyPy 3-64 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Friedrich's solution](#)

511.

1263B

[PIN Codes · Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2024-07-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Friedrich's solution](#)

512.

1983C

[Have Your Cake and Eat It Too · Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Friedrich's solution](#)

513.

1931E

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

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-07-05 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[Friedrich's solution](#)

514.

1989C

[Two Movies · Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: greedy, math

[Friedrich's solution](#)

515.

1986D

[Mathematical Problem · Tutorial](#)

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Friedrich's solution](#)

516.

1967B1

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

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

[Friedrich's solution](#)

517.

1896C

[Matching Arrays · Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Friedrich's solution](#)

518.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, implementation

[Friedrich's solution](#)

519.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, hashing, implementation, math

[Friedrich's solution](#)

520.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[Friedrich's solution](#)

521.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: data structures

[Friedrich's solution](#)

522.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Friedrich's solution](#)

523.

1831C

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

Rating: 1400 · first AC: 2023-05-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Friedrich's solution](#)

524.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1400 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

525.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,084 global accepts · Rating: 1400 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[Friedrich's solution](#)

526.

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

527.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-05-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, math

[Friedrich's solution](#)

528.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1500 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

529.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,032 global accepts · Rating: 1500 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, greedy, math

[Friedrich's solution](#)

530.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Friedrich's solution](#)

531.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: greedy

[Friedrich's solution](#)

532.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings

[Friedrich's solution](#)

533.

2155C

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

Quality: 10,253 global accepts · Rating: 1500 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[Friedrich's solution](#)

534.

2149E

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

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: data structures, two pointers

[Friedrich's solution](#)

535.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2025-09-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

[Friedrich's solution](#)

536.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Friedrich's solution](#)

537.

2146D1

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

Quality: 10,460 global accepts · Rating: 1500 · first AC: 2025-09-21 · last AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Friedrich's solution](#)

538.

2121E

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

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings

[Friedrich's solution](#)

539.

1850G

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320B

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2115A

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542.

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2050F

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Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, math, number theory

[Friedrich's solution](#)

641.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[Friedrich's solution](#)

642.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2024-11-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Friedrich's solution](#)

643.

2027D1

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

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

[Friedrich's solution](#)

644.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: binary search, dp, graphs, shortest paths

[Friedrich's solution](#)

645.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[Friedrich's solution](#)

646.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Friedrich's solution](#)

647.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Friedrich's solution](#)

648.

2006A

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

Quality: 9,369 global accepts · Rating: 1700 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Friedrich's solution](#)

649.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: binary search, interactive, ternary search

[Friedrich's solution](#)

650.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2024-08-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[Friedrich's solution](#)

651.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Friedrich's solution](#)

652.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Friedrich's solution](#)

653.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2024-07-14 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Friedrich's solution](#)

654.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Friedrich's solution](#)

655.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Friedrich's solution](#)

656.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Friedrich's solution](#)

657.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2024-07-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy

[Friedrich's solution](#)

658.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Friedrich's solution](#)

659.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[Friedrich's solution](#)

660.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Friedrich's solution](#)

661.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Friedrich's solution](#)

662.

1890D

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

Rating: 1700 · first AC: 2023-10-28 · PyPy 3-64 (first AC) · Tags: graphs, greedy, math, sortings

[Friedrich's solution](#)

663.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,800 global accepts · Rating: 1700 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Friedrich's solution](#)

664.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Friedrich's solution](#)

665.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Friedrich's solution](#)

666.

2187B

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

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Friedrich's solution](#)

667.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Friedrich's solution](#)

668.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs

[Friedrich's solution](#)

669.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry

[Friedrich's solution](#)

670.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dsu, sortings

[Friedrich's solution](#)

671.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Friedrich's solution](#)

672.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Friedrich's solution](#)

673.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,761 global accepts · Rating: 1800 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: data structures, dp, graphs, sortings

[Friedrich's solution](#)

674.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

675.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings, two pointers

[Friedrich's solution](#)

676.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,662 global accepts · Rating: 1800 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Friedrich's solution](#)

677.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Friedrich's solution](#)

678.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2025-09-28 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory

[Friedrich's solution](#)

679.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2025-09-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Friedrich's solution](#)

680.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2025-09-19 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Friedrich's solution](#)

681.

2143D1

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

Quality: 6,395 global accepts · Rating: 1800 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Friedrich's solution](#)

682.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[Friedrich's solution](#)

683.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2025-09-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[Friedrich's solution](#)

684.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Friedrich's solution](#)

685.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2025-08-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Friedrich's solution](#)

686.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2025-08-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, strings

[Friedrich's solution](#)

687.

2127D

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

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Friedrich's solution](#)

688.

2120D

[Matrix game](#) · [Tutorial](#)

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

[Friedrich's solution](#)

689.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Friedrich's solution](#)

690.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Friedrich's solution](#)

691.

2093F

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

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy

[Friedrich's solution](#)

692.

2091F

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

Quality: 6,157 global accepts · Rating: 1800 · first AC: 2025-03-25 · PyPy 3 (first AC) · Tags: binary search, brute force, dp

[Friedrich's solution](#)

693.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math, probabilities

[Friedrich's solution](#)

694.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Friedrich's solution](#)

695.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Friedrich's solution](#)

696.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Friedrich's solution](#)

697.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Friedrich's solution](#)

698.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Friedrich's solution](#)

699.

1675F

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

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Friedrich's solution](#)

700.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, trees

[Friedrich's solution](#)

701.

1846F

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

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Friedrich's solution](#)

702.

2043D

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

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-25 · PyPy 3-64 (first AC) · Tags: brute force, flows, math, number theory

[Friedrich's solution](#)

703.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy

[Friedrich's solution](#)

704.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Friedrich's solution](#)

705.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Friedrich's solution](#)

706.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: dp, implementation

[Friedrich's solution](#)

707.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Friedrich's solution](#)

708.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Friedrich's solution](#)

709.

2014E

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

Quality: 8,727 global accepts · Rating: 1800 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Friedrich's solution](#)

710.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings

[Friedrich's solution](#)

711.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-09-07 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Friedrich's solution](#)

712.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory

[Friedrich's solution](#)

713.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Friedrich's solution](#)

714.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2024-08-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Friedrich's solution](#)

715.

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-07-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Friedrich's solution](#)

716.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · last AC: 2024-07-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Friedrich's solution](#)

717.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Friedrich's solution](#)

718.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2024-07-05 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Friedrich's solution](#)

719.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Friedrich's solution](#)

720.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Friedrich's solution](#)

721.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Friedrich's solution](#)

722.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, implementation, math

[Friedrich's solution](#)

723.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1800 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Friedrich's solution](#)

724.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[Friedrich's solution](#)

725.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp

[Friedrich's solution](#)

726.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Friedrich's solution](#)

727.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Friedrich's solution](#)

728.

1938C

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

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2026-01-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

729.

2184G

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

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-12 · last AC: 2026-01-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures

[Friedrich's solution](#)

730.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Friedrich's solution](#)

731.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Friedrich's solution](#)

732.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math

[Friedrich's solution](#)

733.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · last AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[Friedrich's solution](#)

734.

2173D

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

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[Friedrich's solution](#)

735.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · last AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[Friedrich's solution](#)

736.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-11-13 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings
[Friedrich's solution](#)

737.

2156D

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

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[Friedrich's solution](#)

738.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, strings
[Friedrich's solution](#)

739.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, strings
[Friedrich's solution](#)

740.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[Friedrich's solution](#)

741.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[Friedrich's solution](#)

742.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · last AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings
[Friedrich's solution](#)

743.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Friedrich's solution](#)

744.

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Friedrich's solution](#)

745.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

746.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2025-02-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Friedrich's solution](#)

747.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2025-02-22 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Friedrich's solution](#)

748.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Friedrich's solution](#)

749.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Friedrich's solution](#)

750.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Friedrich's solution](#)

751.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Friedrich's solution](#)

752.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Friedrich's solution](#)

753.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Friedrich's solution](#)

754.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[Friedrich's solution](#)

755.

2029D

[Cool Graph](#) · [Tutorial](#)

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

[Friedrich's solution](#)

756.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · last AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Friedrich's solution](#)

757.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, math

[Friedrich's solution](#)

758.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Friedrich's solution](#)

759.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Friedrich's solution](#)

760.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Friedrich's solution](#)

761.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2024-09-21 · last AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Friedrich's solution](#)

762.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[Friedrich's solution](#)

763.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Friedrich's solution](#)

764.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Friedrich's solution](#)

765.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, math

[Friedrich's solution](#)

766.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Friedrich's solution](#)

767.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Friedrich's solution](#)

768.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-08-01 · PyPy 3-64 (first AC) · Tags: brute force, sortings

[Friedrich's solution](#)

769.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[Friedrich's solution](#)

770.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Friedrich's solution](#)

771.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Friedrich's solution](#)

772.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[Friedrich's solution](#)

773.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Friedrich's solution](#)

774.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Friedrich's solution](#)

775.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Friedrich's solution](#)

776.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,603 global accepts · Rating: 1900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Friedrich's solution](#)

777.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2024-07-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[Friedrich's solution](#)

778.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Friedrich's solution](#)

779.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Friedrich's solution](#)

780.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Friedrich's solution](#)

781.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · PyPy 3 (first AC) · Tags: data structures, strings, trees

[Friedrich's solution](#)

782.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation

[Friedrich's solution](#)

783.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Friedrich's solution](#)

784.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[Friedrich's solution](#)

785.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[Friedrich's solution](#)

786.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[Friedrich's solution](#)

787.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Friedrich's solution](#)

788.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Friedrich's solution](#)

789.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-12-30 · PyPy 3-64 (first AC) · Tags: math, number theory

[Friedrich's solution](#)

790.

2178E

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

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

[Friedrich's solution](#)

791.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Friedrich's solution](#)

792.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2025-09-23 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities

[Friedrich's solution](#)

793.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Friedrich's solution](#)

794.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2025-09-19 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Friedrich's solution](#)

795.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy

[Friedrich's solution](#)

796.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Friedrich's solution](#)

797.

2135C

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

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · last AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Friedrich's solution](#)

798.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2025-08-27 · PyPy 3-64 (first AC) · Tags: hashing, implementation, math, strings

[Friedrich's solution](#)

799.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Friedrich's solution](#)

800.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Friedrich's solution](#)

801.

2126F

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

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[Friedrich's solution](#)

802.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Friedrich's solution](#)

803.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math
[Friedrich's solution](#)

804.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-04-06 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[Friedrich's solution](#)

805.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[Friedrich's solution](#)

806.

2074F

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

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-12 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math
[Friedrich's solution](#)

807.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Friedrich's solution](#)

808.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[Friedrich's solution](#)

809.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[Friedrich's solution](#)

810.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
[Friedrich's solution](#)

811.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[Friedrich's solution](#)

812.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2025-01-08 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation
[Friedrich's solution](#)

813.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy,

implementation, ternary search

[Friedrich's solution](#)

814.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Friedrich's solution](#)

815.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Friedrich's solution](#)

816.

2048E

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

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

[Friedrich's solution](#)

817.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Friedrich's solution](#)

818.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Friedrich's solution](#)

819.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Friedrich's solution](#)

820.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, trees

[Friedrich's solution](#)

821.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Friedrich's solution](#)

822.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Friedrich's solution](#)

823.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[Friedrich's solution](#)

824.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-12 · last AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[Friedrich's solution](#)

825.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[Friedrich's solution](#)

826.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[Friedrich's solution](#)

827.

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: dp, string suffix structures, strings, two pointers
[Friedrich's solution](#)

828.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Friedrich's solution](#)

829.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
[Friedrich's solution](#)

830.

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[Friedrich's solution](#)

831.

2207E1

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

Quality: 1,664 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[Friedrich's solution](#)

832.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings
[Friedrich's solution](#)

833.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[Friedrich's solution](#)

834.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[Friedrich's solution](#)

835.

1666J

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Quality: 1,582 global accepts · Rating: 2100 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

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836.

1938J

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Quality: 1,598 global accepts · Rating: 2100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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837.

2045I

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Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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838.

2172K

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Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: implementation, strings

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839.

2161D

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840.

2159B

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841.

2145E

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842.

2152E

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843.

2149G

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[Friedrich's solution](#)

844.

2150C

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Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
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845.

1637E

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Quality: 3,795 global accepts · Rating: 2100 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation
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846.

2068C

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847.

1864E

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848.

2135D1

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Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math
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849.

2127E

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850.

2119D

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851.

1933F

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852.

1856D

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Quality: 3,788 global accepts · Rating: 2100 · first AC: 2025-04-22 · PyPy 3-64 (first AC) · Tags: divide and conquer, interactive
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853.

1392E

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854.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, games, math

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855.

2092E

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856.

2061F1

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857.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Friedrich's solution](#)

858.

1778D

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Quality: 3,412 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

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859.

1920E

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860.

2051G

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861.

2040E

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862.

2046C

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863.

1762D

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864.

2029E

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865.

1868B2

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866.

2005E1

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867.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-09-05 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

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868.

2008H

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Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Friedrich's solution](#)

869.

2000G

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Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-14 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

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870.

2004E

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Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

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871.

1998D

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Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Friedrich's solution](#)

872.

1776G

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Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Friedrich's solution](#)

873.

1884D

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[Friedrich's solution](#)

874.

1263E

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875.

1811F

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876.

1821E

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877.

2207D

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Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

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878.

2206C

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879.

2203E

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880.

1906H

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881.

1765F

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[Friedrich's solution](#)

882.

1765H

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883.

1949F

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Quality: 1,408 global accepts · Rating: 2200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

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884.

1666I

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Quality: 1,773 global accepts · Rating: 2200 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

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885.

1666F

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Quality: 1,518 global accepts · Rating: 2200 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

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886.

1938E

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Quality: 1,275 global accepts · Rating: 2200 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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887.

2045H

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888.

2045G

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889.

2178F

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Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: combinatorics, math, trees

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890.

2173E

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

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891.

1140E

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892.

2155E

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893.

2143D2

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894.

1808E1

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895.

1926F

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896.

1672E

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897.

1092D1

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898.

2126G1

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899.

2113D

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900.

2118D2

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Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
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901.

1907G

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Quality: 2,337 global accepts · Rating: 2200 · first AC: 2025-05-18 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
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902.

1946E

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903.

2101C

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Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
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904.

2108D

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Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, interactive

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905.

1311E

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Quality: 2,723 global accepts · Rating: 2200 · first AC: 2025-04-22 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, trees

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906.

1670E

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[Friedrich's solution](#)

907.

2085E

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908.

1860D

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Quality: 3,601 global accepts · Rating: 2200 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: dp

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909.

1552F

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910.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

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911.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

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[Friedrich's solution](#)

912.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

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913.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

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914.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
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915.

1721E

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Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
[Friedrich's solution](#)

916.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: —
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917.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
[Friedrich's solution](#)

918.

1179C

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Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[Friedrich's solution](#)

919.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2025-02-22 · PyPy 3-64 (first AC) · Tags: combinatorics, trees
[Friedrich's solution](#)

920.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[Friedrich's solution](#)

921.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy
[Friedrich's solution](#)

922.

1967B2

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

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923.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, ternary search
[Friedrich's solution](#)

924.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Friedrich's solution](#)

925.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

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926.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

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927.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[Friedrich's solution](#)

928.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Friedrich's solution](#)

929.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Friedrich's solution](#)

930.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

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931.

2000H

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Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

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932.

1795E

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933.

1772G

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Quality: 1,605 global accepts · Rating: 2200 · first AC: 2024-10-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

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934.

1227E

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Quality: 1,641 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, shortest paths

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935.

337E

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Quality: 1,128 global accepts · Rating: 2200 · first AC: 2024-10-11 · PyPy 3-64 (first AC) · Tags: brute force, number theory, trees

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936.

2018D

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Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

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937.

2014G

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Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation

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938.

2013E

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Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

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939.

2009G2

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Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp

[Friedrich's solution](#)

940.

1993D

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Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

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941.

1997E

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Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

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942.

1996G

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Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

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943.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dp, greedy, trees

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944.

2187C

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Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

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945.

1949G

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Quality: 1,041 global accepts · Rating: 2300 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: graphs, greedy

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2190C

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Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Friedrich's solution](#)

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1938G

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Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

948.

2041I

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Quality: 673 global accepts · Rating: 2300 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Friedrich's solution](#)

949.

2041H

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Quality: 1,031 global accepts · Rating: 2300 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

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950.

1396C

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951.

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Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-12-08 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

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954.

1942E

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955.

1453E

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956.

1870E

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957.

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958.

2164E

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960.

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962.

2159C

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2147E

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964.

2146E

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965.

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Quality: 997 global accepts · Rating: 2300 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

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966.

1864F

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967.

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Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, implementation, interactive

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968.

1919F1

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Quality: 2,581 global accepts · Rating: 2300 · first AC: 2025-08-14 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[Friedrich's solution](#)

969.

1781E

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970.

2129C3

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Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Friedrich's solution](#)

971.

1943C

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972.

1594E2

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973.

2021E1

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974.

1654E

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Quality: 2,359 global accepts · Rating: 2300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, math

[Friedrich's solution](#)

975.

1658D2

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

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976.

1861E

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[Friedrich's solution](#)

977.

1712E1

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978.

1928E

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979.

1182E

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Quality: 3,328 global accepts · Rating: 2300 · first AC: 2025-06-28 · PyPy 3-64 (first AC) · Tags: dp, math, matrices, number theory

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980.

1834E

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981.

993E

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Quality: 1,786 global accepts · Rating: 2300 · first AC: 2025-06-18 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, fft, math

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982.

1623D

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983.

2121H

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984.

1495C

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Quality: 2,905 global accepts · Rating: 2300 · first AC: 2025-06-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs

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985.

1621E

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986.

1172C1

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987.

1980G

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Quality: 1,701 global accepts · Rating: 2300 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

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988.

1422D

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Quality: 3,191 global accepts · Rating: 2300 · first AC: 2025-04-28 · last AC: 2025-04-28 · PyPy 3 (first AC) · Tags: graphs, shortest paths, sortings

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989.

1610E

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Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-04-28 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, implementation, math

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990.

2097B

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Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · PyPy 3 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

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1268C

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Quality: 1,953 global accepts · Rating: 2300 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures

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992.

825E

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993.

1780F

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994.

1132D

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Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
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995.

1698E

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996.

1988E

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Quality: 1,791 global accepts · Rating: 2300 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
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997.

1738E

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Quality: 1,798 global accepts · Rating: 2300 · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, two pointers
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998.

1190C

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999.

1404C

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1000.

1528C

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1001.

718C

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Quality: 4,620 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
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1002.

1916E

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1003.

1695D2

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Quality: 2,291 global accepts · Rating: 2300 · first AC: 2025-03-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[Friedrich's solution](#)

1004.

1917D

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Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-03-02 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Friedrich's solution](#)**1005.**

2066C

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Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Friedrich's solution](#)**1006.**

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Friedrich's solution](#)**1007.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Friedrich's solution](#)**1008.**

2043E

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Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Friedrich's solution](#)**1009.**

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-11-17 · last AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: graphs, math, number theory, shortest paths

[Friedrich's solution](#)**1010.**

1371E2

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Quality: 2,513 global accepts · Rating: 2300 · first AC: 2024-10-29 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Friedrich's solution](#)**1011.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Friedrich's solution](#)**1012.**

1592D

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Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Friedrich's solution](#)**1013.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[Friedrich's solution](#)

1014.

1965C

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Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-09-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

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1015.

1995D

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Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-09-04 · last AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, strings

[Friedrich's solution](#)

1016.

2006C

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Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · last AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

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1017.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

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1018.

2002E

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Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

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1019.

1199F

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Rating: 2300 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Friedrich's solution](#)

1020.

1983E

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Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Friedrich's solution](#)

1021.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Friedrich's solution](#)

1022.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Friedrich's solution](#)

1023.

2206F

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Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[Friedrich's solution](#)

1024.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 2400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Friedrich's solution](#)

1025.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Friedrich's solution](#)

1026.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Friedrich's solution](#)

1027.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1028.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1029.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[Friedrich's solution](#)

1030.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2025-12-31 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Friedrich's solution](#)

1031.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-12-31 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Friedrich's solution](#)

1032.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · last AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Friedrich's solution](#)

1033.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · last AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Friedrich's solution](#)

1034.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[Friedrich's solution](#)

1035.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Friedrich's solution](#)

1036.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Friedrich's solution](#)

1037.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Friedrich's solution](#)

1038.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Friedrich's solution](#)

1039.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Friedrich's solution](#)

1040.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Friedrich's solution](#)

1041.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: bitmasks, dp

[Friedrich's solution](#)

1042.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Friedrich's solution](#)

1043.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Friedrich's solution](#)

1044.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · last AC: 2025-04-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[Friedrich's solution](#)

1045.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Friedrich's solution](#)

1046.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Friedrich's solution](#)

1047.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Friedrich's solution](#)

1048.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Friedrich's solution](#)

1049.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Friedrich's solution](#)

1050.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,812 global accepts · Rating: 2400 · first AC: 2025-03-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

[Friedrich's solution](#)

1051.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1052.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: brute force, interactive, math

[Friedrich's solution](#)

1053.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-02-03 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Friedrich's solution](#)

1054.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Friedrich's solution](#)

1055.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Friedrich's solution](#)

1056.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Friedrich's solution](#)

1057.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2024-10-12 · PyPy 3-64 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Friedrich's solution](#)

1058.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-10-12 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Friedrich's solution](#)

1059.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2024-10-11 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs

[Friedrich's solution](#)

1060.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Friedrich's solution](#)

1061.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Friedrich's solution](#)

1062.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Friedrich's solution](#)

1063.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Friedrich's solution](#)

1064.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Friedrich's solution](#)

1065.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[Friedrich's solution](#)

1066.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: implementation, interactive

[Friedrich's solution](#)

1067.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[Friedrich's solution](#)

1068.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[Friedrich's solution](#)

1069.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Friedrich's solution](#)

1070.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Friedrich's solution](#)

1071.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Friedrich's solution](#)

1072.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy

[Friedrich's solution](#)

1073.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-12-19 · last AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data

structures, geometry, math, sortings

[Friedrich's solution](#)

1074.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Friedrich's solution](#)

1075.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Friedrich's solution](#)

1076.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Friedrich's solution](#)

1077.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2025-12-02 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Friedrich's solution](#)

1078.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-18 · PyPy 3-64 (first AC) · Tags: binary search, interactive, math, sortings

[Friedrich's solution](#)

1079.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Friedrich's solution](#)

1080.

2159D1

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

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Friedrich's solution](#)

1081.

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp

[Friedrich's solution](#)

1082.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-09-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Friedrich's solution](#)

1083.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2025-09-12 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Friedrich's solution](#)

1084.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-09-12 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[Friedrich's solution](#)

1085.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Friedrich's solution](#)

1086.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2025-08-18 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Friedrich's solution](#)

1087.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Friedrich's solution](#)

1088.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Friedrich's solution](#)

1089.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2025-08-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Friedrich's solution](#)

1090.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2025-08-14 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Friedrich's solution](#)

1091.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Friedrich's solution](#)

1092.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2025-06-10 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[Friedrich's solution](#)

1093.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Friedrich's solution](#)

1094.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-05-13 · last AC: 2025-05-13 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Friedrich's solution](#)

1095.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2025-04-06 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[Friedrich's solution](#)

1096.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Friedrich's solution](#)

1097.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Friedrich's solution](#)

1098.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Friedrich's solution](#)

1099.

1840G2

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

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2025-03-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Friedrich's solution](#)

1100.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Friedrich's solution](#)

1101.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[Friedrich's solution](#)

1102.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Friedrich's solution](#)

1103.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · last AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Friedrich's solution](#)

1104.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[Friedrich's solution](#)

1105.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2024-10-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Friedrich's solution](#)

1106.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Friedrich's solution](#)

1107.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Friedrich's solution](#)

1108.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[Friedrich's solution](#)

1109.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Friedrich's solution](#)

1110.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Friedrich's solution](#)

1111.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[Friedrich's solution](#)

1112.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: games, geometry, greedy, interactive

[Friedrich's solution](#)

1113.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-08-02 · PyPy 3-64 (first AC) · Tags: graphs, shortest paths

[Friedrich's solution](#)

1114.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[Friedrich's solution](#)

1115.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Friedrich's solution](#)

1116.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Friedrich's solution](#)

1117.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[Friedrich's solution](#)

1118.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, probabilities

[Friedrich's solution](#)

1119.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2026-01-18 · last AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: graphs, implementation, trees, two pointers

[Friedrich's solution](#)

1120.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Friedrich's solution](#)

1121.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[Friedrich's solution](#)

1122.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[Friedrich's solution](#)

1123.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-12-08 · PyPy 3-64 (first AC) · Tags: data structures, two pointers

[Friedrich's solution](#)

1124.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Friedrich's solution](#)

1125.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[Friedrich's solution](#)

1126.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory

[Friedrich's solution](#)

1127.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2025-12-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, number theory

[Friedrich's solution](#)

1128.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs

[Friedrich's solution](#)

1129.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-09-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, sortings

[Friedrich's solution](#)

1130.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Friedrich's solution](#)

1131.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[Friedrich's solution](#)

1132.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer

[Friedrich's solution](#)

1133.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, two pointers

[Friedrich's solution](#)

1134.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-08-22 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Friedrich's solution](#)

1135.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Friedrich's solution](#)

1136.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-08-14 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Friedrich's solution](#)

1137.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Friedrich's solution](#)

1138.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Friedrich's solution](#)

1139.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Friedrich's solution](#)

1140.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Friedrich's solution](#)

1141.

1681E

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

Quality: 940 global accepts · Rating: 2600 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Friedrich's solution](#)

1142.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[Friedrich's solution](#)

1143.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-10-03 · last AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Friedrich's solution](#)

1144.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Friedrich's solution](#)

1145.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: dp, games

[Friedrich's solution](#)

1146.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-02 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Friedrich's solution](#)

1147.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-19 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Friedrich's solution](#)

1148.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-16 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Friedrich's solution](#)

1149.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[Friedrich's solution](#)

1150.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2025-12-31 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures

[Friedrich's solution](#)

1151.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Friedrich's solution](#)

1152.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: binary search, dp, geometry, graphs

[Friedrich's solution](#)

1153.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
[Friedrich's solution](#)

1154.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: interactive
[Friedrich's solution](#)

1155.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation
[Friedrich's solution](#)

1156.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation
[Friedrich's solution](#)

1157.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[Friedrich's solution](#)

1158.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: implementation, shortest paths
[Friedrich's solution](#)

1159.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2026-01-18 · last AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[Friedrich's solution](#)

1160.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math
[Friedrich's solution](#)

1161.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees
[Friedrich's solution](#)

1162.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy
[Friedrich's solution](#)

1163.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[Friedrich's solution](#)

1164.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Friedrich's solution](#)

1165.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, math

[Friedrich's solution](#)

1166.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2025-08-11 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[Friedrich's solution](#)

1167.

1201E1

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

Quality: 146 global accepts · Rating: 2900 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: graphs, interactive, shortest paths

[Friedrich's solution](#)

1168.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[Friedrich's solution](#)

1169.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: interactive

[Friedrich's solution](#)

1170.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2026-01-14 · last AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1171.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2025-12-30 · PyPy 3-64 (first AC) · Tags: games, math

[Friedrich's solution](#)

1172.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Friedrich's solution](#)

1173.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: graphs, interactive, shortest paths

[Friedrich's solution](#)

1174.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[Friedrich's solution](#)

1175.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[Friedrich's solution](#)

1176.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Friedrich's solution](#)

1177.

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1178.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[Friedrich's solution](#)

1179.

2096F

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

Quality: 459 global accepts · Rating: 3100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[Friedrich's solution](#)

1180.

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1181.

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[Friedrich's solution](#)

1182.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[Friedrich's solution](#)

1183.

106268C

[Seagull Population](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1184.

106268A

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

Rating: — · first AC: 2026-01-10 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1185.

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1186.

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1187.

106268I

[Game of Names](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1188.

106268D

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

Rating: — · first AC: 2026-01-10 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1189.

106197H

[World Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1190.

106197F

[XOR Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1191.

106197K

[Chain of Suspicion](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1192.

106197L

[Not a Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1193.

106197I

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1194.

106197D

[Thomas Trade](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1195.

106197N

[Solvable Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1196.

106197A

[Hinge Arch](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1197.

106197B

[Partition Addition](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1198.

106197O

[Stringmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1199.

106167N

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

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1200.

106167I

[Index Case](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1201.

106167H

[Hectic Harbour II](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1202.

106167E

[Excursion to Porvoo](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1203.

106167G

[Grid Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1204.

106167C

[Card Trading](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1205.

106167K

[Killjoys' Conference](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1206.

106167A

[Amusement Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1207.

106167L

[Looking for Waldo](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1208.

106167M

[Monty's Hall](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1209.

106167B

[Brexiting and Brentering](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1210.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1211.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1212.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1213.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1214.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1215.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1216.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1217.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1218.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1219.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1220.

104252K

[Kind Baker](#) · [Tutorial](#)

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

[Friedrich's solution](#)

1221.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1222.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1223.

104252H

[Horse Race](#) · [Tutorial](#)

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

[Friedrich's solution](#)

1224.

104252M

[Maze in Bolt](#) · [Tutorial](#)

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

[Friedrich's solution](#)

1225.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1226.

104252L

[Lazy Printing](#) · [Tutorial](#)

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

[Friedrich's solution](#)

1227.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1228.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1229.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1230.

106178D

[Displaying Decimals](#) · [Tutorial](#)

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

[Friedrich's solution](#)

1231.

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1232.

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1233.

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1234.

106178A

[Apple Pie](#) · [Tutorial](#)

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

[Friedrich's solution](#)

1235.

106178B

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

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1236.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1237.

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1238.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1239.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1240.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1241.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1242.

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1243.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1244.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1245.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1246.

106164M

[Merticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1247.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1248.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1249.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1250.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1251.

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1252.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1253.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1254.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1255.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1256.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1257.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1258.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1259.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1260.

104452H

[Chess knight on the curb stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1261.

104452M

[Beautiful hockey](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1262.

104452I

[Pharaoh hEx](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1263.

104452C

[Lucky or not?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1264.

104452E

[The Highlanders' Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1265.

104452N

[Contest with bug](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1266.

104452A

[Motivation problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1267.

104452G

[Progress bar](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1268.

104452D

[Professor R's. Median](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1269.

104452L

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1270.

104452B

[Time to reap the harvest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1271.

106189C

[And again the maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1272.

106189K

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1273.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1274.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1275.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1276.

106189E

[Pluses and minuses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1277.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1278.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1279.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Friedrich's solution](#)

1280.

106189L

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

Rating: — · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1281.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1282.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1283.

104849E

[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Friedrich's solution](#)

1284.

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Friedrich's solution](#)

1285.

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1286.

104849F

[Make a Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1287.

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1288.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1289.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1290.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1291.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1292.

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1293.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1294.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1295.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1296.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1297.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1298.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1299.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1300.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1301.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1302.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1303.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1304.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1305.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1306.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1307.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1308.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1309.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1310.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1311.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1312.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1313.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1314.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1315.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1316.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1317.

105442L

[Watchdogs](#) · [Tutorial](#)

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

[Friedrich's solution](#)

1318.

105442J

[Rabid Rabbit](#) · [Tutorial](#)

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

[Friedrich's solution](#)

1319.

105442F

[Hamster](#) · [Tutorial](#)

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

[Friedrich's solution](#)

1320.

105442I

[P||k Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1321.

105442H

[Ornithology](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1322.

105442K

[Fellow Sheep](#) · [Tutorial](#)

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

[Friedrich's solution](#)

1323.

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1324.

105442D

[Fishception](#) · [Tutorial](#)

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

[Friedrich's solution](#)

1325.

105442G

[Pray Mink](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1326.

106170D

[Building A Smooth Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1327.

106170J

[Good Pairs in Graph and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1328.

106170E

[Counting VIP Guests](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1329.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1330.

103957L

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

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1331.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1332.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1333.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1334.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1335.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1336.

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · last AC: 2025-11-05 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1337.

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1338.

106124J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1339.

106124B

[Bohemian Bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1340.

106124C

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

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1341.

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1342.

106124I

[Instagraph](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1343.

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1344.

106124A

[Arithmetic Adaptation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1345.

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · last AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1346.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1347.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1348.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1349.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1350.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1351.

101174K

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

Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1352.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1353.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · last AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1354.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1355.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1356.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1357.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1358.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1359.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1360.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1361.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1362.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1363.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1364.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1365.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1366.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1367.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1368.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1369.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1370.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1371.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1372.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1373.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1374.

105167E

[Erd 2Öv-çi urg-Ziv](#) [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1375.

105167A

[Attending Classes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1376.

105167J

[Just Too Much Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1377.

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1378.

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1379.

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1380.

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1381.

105167C

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

Rating: — · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1382.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1383.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1384.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Friedrich's solution](#)

1385.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1386.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1387.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1388.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1389.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1390.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1391.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1392.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1393.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1394.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1395.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1396.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1397.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1398.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1399.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1400.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1401.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · last AC: 2025-10-09 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1402.

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1403.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1404.

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1405.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1406.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1407.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1408.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1409.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1410.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1411.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1412.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1413.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1414.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1415.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1416.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1417.

104772D

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

Rating: — · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1418.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1419.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1420.

105537G

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

Rating: — · first AC: 2025-10-04 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1421.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1422.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1423.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1424.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1425.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1426.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1427.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1428.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1429.

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · last AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1430.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · last AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1431.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1432.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1433.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1434.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1435.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1436.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1437.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1438.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1439.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1440.

105446C

[Cross Country](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1441.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1442.

104797D

[DJ Darko](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1443.

104797E

[Fishing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1444.

104797I

[Regional development](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1445.

104797A

[Airline](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Friedrich's solution](#)

1446.

104797K

[Single-track railway](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Friedrich's solution](#)

1447.

104797F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1448.

101300B

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1449.

101300A

[Wildfire](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1450.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive

[Friedrich's solution](#)

1451.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[Friedrich's solution](#)

1452.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[Friedrich's solution](#)

1453.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1454.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1455.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1456.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1457.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1458.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · last AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1459.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1460.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1461.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1462.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1463.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1464.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1465.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Friedrich's solution](#)

1466.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1467.

105053F

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

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1468.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1469.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1470.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1471.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1472.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2024-10-04 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Friedrich's solution](#)

1473.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1474.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1475.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1476.

104871G

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

Rating: — · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1477.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1478.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1479.

105009G

[Soccer League](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1480.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1481.

105292D

[Differencing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1482.

105335N

[\[N\]ew YoRHa Security](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1483.

105335I

[Ideal Permutation Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1484.

105335C

[Cattering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1485.

105335L

[Lulu and Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1486.

105335G

[Glory Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1487.

105335B

[Back in the Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1488.

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1489.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1490.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: *special, implementation

[Friedrich's solution](#)

1491.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1492.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1493.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1494.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1495.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1496.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1497.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1498.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1499.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1500.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · Java 21 (first AC) · Tags: —

[Friedrich's solution](#)

1501.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Friedrich's solution](#)

1502.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1503.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1504.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1505.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1506.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1507.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1508.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1509.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1510.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · last AC: 2023-11-12 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1511.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1512.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1513.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1514.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1515.

102021F

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

Rating: — · first AC: 2023-06-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1516.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1517.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1518.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1519.

104312E

[Attack on Titans](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1520.

104312K

[Monster-Slayer](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1521.

104312D

[Love is War](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1522.

104312A

[Dojo Duel](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1523.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · Python 3 (first AC) · Tags: —

[Friedrich's solution](#)

1524.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1525.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · PyPy 3-64 (first AC) · Tags: —

[Friedrich's solution](#)

1526.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · Python 3 (first AC) · Tags: —

[Friedrich's solution](#)

1527.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · Python 3 (first AC) · Tags: —

[Friedrich's solution](#)

1528.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · Python 3 (first AC) · Tags: —

[Friedrich's solution](#)