

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — Fysty

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

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

Filters: none

Count: 4,360

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Fysty's solution](#)

2.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,378 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

3.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,613 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Fysty's solution](#)

4.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,848 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[Fysty's solution](#)

5.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,525 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fysty's solution](#)

6.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

7.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[Fysty's solution](#)

8.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,102 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fysty's solution](#)

9.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,162 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

10.

2205A

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

Quality: 17,289 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Fysty's solution](#)

11.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,969 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fysty's solution](#)

12.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,896 global accepts · Rating: 800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[Fysty's solution](#)

13.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,440 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

14.

2193B

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

Quality: 30,110 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fysty's solution](#)

15.

2193A

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

Quality: 42,644 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Fysty's solution](#)

16.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,363 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

17.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fysty's solution](#)

18.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,064 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

19.

2184A

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

Quality: 38,074 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fysty's solution](#)

20.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,434 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Fysty's solution](#)

21.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,324 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Fysty's solution](#)

22.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

23.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,335 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Fysty's solution](#)

24.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,418 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[Fysty's solution](#)

25.

2173A

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

Quality: 23,777 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

26.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 800 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

27.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,244 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Fysty's solution](#)

28.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,590 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Fysty's solution](#)

29.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,163 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Fysty's solution](#)

30.

2153B

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

Quality: 22,586 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Fysty's solution](#)

31.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,364 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

32.

2145A

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

Quality: 30,749 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fysty's solution](#)

33.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,160 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

34.

2149B

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

Quality: 33,034 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

35.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,897 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fysty's solution](#)

36.

2146A

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

Quality: 21,834 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

37.

2147A

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

Quality: 18,626 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

38.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,698 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[Fysty's solution](#)

39.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,674 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Fysty's solution](#)

40.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Fysty's solution](#)

41.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,406 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[Fysty's solution](#)

42.

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Fysty's solution](#)

43.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,256 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

44.

2137A

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

Quality: 35,308 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

45.

2134A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Fysty's solution](#)

46.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,482 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

47.

2126B

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

Quality: 37,688 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

48.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,070 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

49.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,908 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fysty's solution](#)

50.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,686 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fysty's solution](#)

51.

2120A

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

Quality: 20,324 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Fysty's solution](#)

52.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

53.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

54.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,195 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[Fysty's solution](#)

55.

2110A

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

Quality: 29,825 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[Fysty's solution](#)

56.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Fysty's solution](#)

57.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory
[Fysty's solution](#)

58.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[Fysty's solution](#)

59.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[Fysty's solution](#)

60.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[Fysty's solution](#)

61.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[Fysty's solution](#)

62.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,148 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[Fysty's solution](#)

63.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,270 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: strings
[Fysty's solution](#)

64.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,836 global accepts · Rating: 800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math
[Fysty's solution](#)

65.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Fysty's solution](#)

66.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,541 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[Fysty's solution](#)

67.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[Fysty's solution](#)

68.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,700 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[Fysty's solution](#)

69.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,022 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[Fysty's solution](#)

70.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Fysty's solution](#)

71.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,753 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[Fysty's solution](#)

72.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,314 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[Fysty's solution](#)

73.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Fysty's solution](#)

74.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[Fysty's solution](#)

75.

2072A

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

Quality: 40,656 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[Fysty's solution](#)

76.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,547 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[Fysty's solution](#)

77.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,098 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

78.

2065B

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

Quality: 42,071 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Fysty's solution](#)

79.

2065A

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

Quality: 55,624 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Fysty's solution](#)

80.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

81.

2062A

[String](#) · [Tutorial](#)

Quality: 28,276 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Fysty's solution](#)

82.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,758 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

83.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,097 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Fysty's solution](#)

84.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

85.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[Fysty's solution](#)

86.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,509 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Fysty's solution](#)

87.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[Fysty's solution](#)

88.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[Fysty's solution](#)

89.

2051A

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

Quality: 35,176 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Fysty's solution](#)

90.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,750 global accepts · Rating: 800 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[Fysty's solution](#)

91.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Fysty's solution](#)

92.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,852 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[Fysty's solution](#)

93.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,266 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Fysty's solution](#)

94.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,969 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[Fysty's solution](#)

95.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,201 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[Fysty's solution](#)

96.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[Fysty's solution](#)

97.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Fysty's solution](#)

98.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

99.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Fysty's solution](#)

100.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,944 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Fysty's solution](#)

101.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,162 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

102.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,697 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Fysty's solution](#)

103.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,846 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

104.

2033A

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

Quality: 41,158 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Fysty's solution](#)

105.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,685 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Fysty's solution](#)

106.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,583 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Fysty's solution](#)

107.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Fysty's solution](#)

108.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,500 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Fysty's solution](#)

109.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Fysty's solution](#)

110.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,188 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fysty's solution](#)

111.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,703 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

112.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

113.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,220 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

114.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,953 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Fysty's solution](#)

115.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,471 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Fysty's solution](#)

116.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[Fysty's solution](#)

117.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,786 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Fysty's solution](#)

118.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,527 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Fysty's solution](#)

119.

2003A

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

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

120.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

121.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,874 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

122.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,708 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

123.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[Fysty's solution](#)

124.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,097 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[Fysty's solution](#)

125.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Fysty's solution](#)

126.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,134 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Fysty's solution](#)

127.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,637 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

128.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,913 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

129.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

130.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Fysty's solution](#)

131.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,910 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

132.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,371 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Fysty's solution](#)

133.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,422 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Fysty's solution](#)

134.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fysty's solution](#)

135.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

136.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,230 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Fysty's solution](#)

137.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

138.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

139.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,505 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Fysty's solution](#)

140.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,982 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[Fysty's solution](#)

141.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Fysty's solution](#)

142.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,621 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

143.

1985B

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

Quality: 56,764 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

144.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,361 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

145.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

146.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,500 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Fysty's solution](#)

147.

1980A

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

Quality: 47,594 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

148.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,643 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Fysty's solution](#)

149.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,196 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

150.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,482 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Fysty's solution](#)

151.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,908 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

152.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,700 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

153.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,469 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Fysty's solution](#)

154.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Fysty's solution](#)

155.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,453 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

156.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Fysty's solution](#)

157.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,674 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

158.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,900 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

159.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,206 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

160.

1950A

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

Quality: 69,436 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

161.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,316 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

162.

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Fysty's solution](#)

163.

1941A

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

Quality: 47,693 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Fysty's solution](#)

164.

1935A

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

Quality: 30,322 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Fysty's solution](#)

165.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

166.

1933B

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

Quality: 36,271 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Fysty's solution](#)

167.

1933A

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

Quality: 42,105 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

168.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

169.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Fysty's solution](#)

170.

1926A

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

Quality: 62,186 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

171.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

172.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,939 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Fysty's solution](#)

173.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

174.

1931A

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

Quality: 39,959 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Fysty's solution](#)

175.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,364 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

176.

1928A

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

Quality: 24,421 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Fysty's solution](#)

177.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,434 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

178.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,849 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Fysty's solution](#)

179.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

180.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,589 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

181.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,554 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

182.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Fysty's solution](#)

183.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,172 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Fysty's solution](#)

184.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,345 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Fysty's solution](#)

185.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,782 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Fysty's solution](#)

186.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,243 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

187.

1905A

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

Quality: 24,430 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

188.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,276 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

189.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,286 global accepts · Rating: 800 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Fysty's solution](#)

190.

1895B

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

Quality: 21,588 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

191.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,918 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Fysty's solution](#)

192.

1891A

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

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Fysty's solution](#)

193.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Fysty's solution](#)

194.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,216 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

195.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,640 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

196.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

197.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,002 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[Fysty's solution](#)

198.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,972 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

199.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,683 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

200.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,142 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

201.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

202.

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,142 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Fysty's solution](#)

203.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,170 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

204.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

205.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

206.

1864A

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

Quality: 21,418 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fysty's solution](#)

207.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,958 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

208.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,263 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[Fysty's solution](#)

209.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,315 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[Fysty's solution](#)

210.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,905 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

211.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

212.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

213.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,535 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

214.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,374 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Fysty's solution](#)

215.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,191 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Fysty's solution](#)

216.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,951 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Fysty's solution](#)

217.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Fysty's solution](#)

218.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

219.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

220.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,820 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

221.

1831A

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

Quality: 46,282 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

222.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

223.

1845A

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

Quality: 47,329 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Fysty's solution](#)

224.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Fysty's solution](#)

225.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,049 global accepts · Rating: 800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[Fysty's solution](#)

226.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,493 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Fysty's solution](#)

227.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,101 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[Fysty's solution](#)

228.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,307 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Fysty's solution](#)

229.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,641 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

230.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Fysty's solution](#)

231.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

232.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,888 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

233.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,080 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

234.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Fysty's solution](#)

235.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation

[Fysty's solution](#)

236.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,005 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

237.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,689 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

238.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Fysty's solution](#)

239.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Fysty's solution](#)

240.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,601 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

241.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

242.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

243.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,483 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Fysty's solution](#)

244.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,423 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

245.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,624 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Fysty's solution](#)

246.

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

247.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,906 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Fysty's solution](#)

248.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Fysty's solution](#)

249.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

250.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

251.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,330 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Fysty's solution](#)

252.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,345 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

253.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,695 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

254.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,436 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Fysty's solution](#)

255.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

256.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Fysty's solution](#)

257.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

258.

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Fysty's solution](#)

259.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[Fysty's solution](#)

260.

1789B

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

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

[Fysty's solution](#)

261.

1789A

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

Quality: 32,946 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

262.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

263.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Fysty's solution](#)

264.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

265.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,954 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

266.

1791C

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

Quality: 74,142 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Fysty's solution](#)

267.

1791B

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

Quality: 52,658 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Fysty's solution](#)

268.

1791A

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

Quality: 80,601 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

269.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,749 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

270.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

271.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

272.

1790A

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

Quality: 41,042 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[Fysty's solution](#)

273.

1780A

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

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

[Fysty's solution](#)

274.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

275.

1777A

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

Quality: 43,992 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

276.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Fysty's solution](#)

277.

1775A1

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

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

[Fysty's solution](#)

278.

1783A

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

Quality: 48,698 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Fysty's solution](#)

279.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

280.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Fysty's solution](#)

281.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

282.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Fysty's solution](#)

283.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

284.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,414 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

285.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Fysty's solution](#)

286.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

287.

1762A

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

Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

288.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,978 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

289.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

290.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

291.

1758A

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

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Fysty's solution](#)

292.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,816 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Fysty's solution](#)

293.

1760B

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

Quality: 53,337 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Fysty's solution](#)

294.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,920 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Fysty's solution](#)

295.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,635 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[Fysty's solution](#)

296.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,662 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

297.

1748A

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

Quality: 25,311 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Fysty's solution](#)

298.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

299.

1754A

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

Quality: 24,867 global accepts · Rating: 800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

300.

1744B

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

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

301.

1744A

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

Quality: 28,776 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

302.

1728A

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

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Fysty's solution](#)

303.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

304.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

305.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

306.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Fysty's solution](#)

307.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Fysty's solution](#)

308.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

309.

1713A

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

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[Fysty's solution](#)

310.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

311.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,843 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

312.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

313.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,772 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Fysty's solution](#)

314.

1704A

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

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

315.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Fysty's solution](#)

316.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 800 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

317.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Fysty's solution](#)

318.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Fysty's solution](#)

319.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

320.

1705A

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

Quality: 26,579 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

321.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Fysty's solution](#)

322.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,165 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Fysty's solution](#)

323.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,206 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Fysty's solution](#)

324.

1702B

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

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

325.

1702A

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

Quality: 38,176 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

326.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

327.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

328.

1699A

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

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

329.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fysty's solution](#)

330.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,873 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Fysty's solution](#)

331.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Fysty's solution](#)

332.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[Fysty's solution](#)

333.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

334.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

335.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[Fysty's solution](#)

336.

1692C

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

Quality: 38,911 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

337.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,432 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

338.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,729 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

339.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,739 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

340.

1690C

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

Quality: 28,092 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Fysty's solution](#)

341.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

342.

1690A

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

Quality: 35,628 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

343.

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[Fysty's solution](#)

344.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

345.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

346.

1680A

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

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Fysty's solution](#)

347.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,632 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[Fysty's solution](#)

348.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,634 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

349.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,405 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

350.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,807 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

351.

1669C

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

Quality: 41,474 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

352.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,538 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Fysty's solution](#)

353.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,518 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

354.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

355.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 800 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

356.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,753 global accepts · Rating: 800 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

357.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

358.

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Fysty's solution](#)

359.

1658B

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

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Fysty's solution](#)

360.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Fysty's solution](#)

361.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Fysty's solution](#)

362.

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Fysty's solution](#)

363.

1650A

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

Quality: 37,303 global accepts · Rating: 800 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

364.

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

365.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,047 global accepts · Rating: 800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

366.

1644B

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

Quality: 21,319 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Fysty's solution](#)

367.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

368.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

369.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,133 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Fysty's solution](#)

370.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

371.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Fysty's solution](#)

372.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Fysty's solution](#)

373.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Fysty's solution](#)

374.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

375.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 800 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Fysty's solution](#)

376.

1626A

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

Quality: 30,876 global accepts · Rating: 800 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Fysty's solution](#)

377.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,896 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

378.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Fysty's solution](#)

379.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,267 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[Fysty's solution](#)

380.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

381.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Fysty's solution](#)

382.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

383.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,030 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Fysty's solution](#)

384.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

385.

1619B

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

Quality: 32,944 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

386.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,814 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

387.

1620A

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

Quality: 23,154 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[Fysty's solution](#)

388.

1617A

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

Quality: 17,007 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Fysty's solution](#)

389.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,835 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Fysty's solution](#)

390.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,378 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Fysty's solution](#)

391.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Fysty's solution](#)

392.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[Fysty's solution](#)

393.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,411 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

394.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Fysty's solution](#)

395.

1589A

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

Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Fysty's solution](#)

396.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,645 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

397.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,684 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

398.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Fysty's solution](#)

399.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Fysty's solution](#)

400.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,538 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[Fysty's solution](#)

401.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Fysty's solution](#)

402.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,118 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[Fysty's solution](#)

403.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Fysty's solution](#)

404.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Fysty's solution](#)

405.

1579A

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

Quality: 41,988 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[Fysty's solution](#)

406.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,951 global accepts · Rating: 800 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Fysty's solution](#)

407.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Fysty's solution](#)

408.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Fysty's solution](#)

409.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Fysty's solution](#)

410.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,715 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

411.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

412.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,994 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

413.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,801 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[Fysty's solution](#)

414.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,506 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Fysty's solution](#)

415.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,145 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[Fysty's solution](#)

416.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Fysty's solution](#)

417.

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[Fysty's solution](#)

418.

1551B1

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

Quality: 31,323 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

419.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,341 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

420.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

421.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

422.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

423.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Fysty's solution](#)

424.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

425.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Fysty's solution](#)

426.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,631 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[Fysty's solution](#)

427.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fysty's solution](#)

428.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Fysty's solution](#)

429.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,747 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[Fysty's solution](#)

430.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

431.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

432.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

433.

1538B

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

Quality: 33,536 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

434.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Fysty's solution](#)

435.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Fysty's solution](#)

436.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,151 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

437.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

438.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Fysty's solution](#)

439.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,898 global accepts · Rating: 800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Fysty's solution](#)

440.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

441.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,627 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

442.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,450 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

443.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Fysty's solution](#)

444.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

445.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

446.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

447.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

448.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,082 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

449.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,434 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

450.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

451.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

452.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,973 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

453.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Fysty's solution](#)

454.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Fysty's solution](#)

455.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Fysty's solution](#)

456.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

457.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,655 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Fysty's solution](#)

458.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

459.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,422 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Fysty's solution](#)

460.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,521 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

461.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,831 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Fysty's solution](#)

462.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

463.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[Fysty's solution](#)

464.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Fysty's solution](#)

465.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[Fysty's solution](#)

466.

1462A

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

Quality: 48,958 global accepts · Rating: 800 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[Fysty's solution](#)

467.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Fysty's solution](#)

468.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Fysty's solution](#)

469.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,256 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Fysty's solution](#)

470.

1455A

[Strange Functions](#) · [Tutorial](#)

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Fysty's solution](#)

471.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Fysty's solution](#)

472.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Fysty's solution](#)

473.

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities
[Fysty's solution](#)

474.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

475.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

476.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,938 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

477.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

478.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

479.

1445A

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

Quality: 20,358 global accepts · Rating: 800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

480.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Fysty's solution](#)

481.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

482.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,291 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

483.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

484.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

485.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,638 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

486.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,463 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Fysty's solution](#)

487.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

488.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

489.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Fysty's solution](#)

490.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

491.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,954 global accepts · Rating: 800 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

492.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

493.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

494.

1405A

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

Quality: 21,906 global accepts · Rating: 800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

495.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,411 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

496.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Fysty's solution](#)

497.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

498.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

499.

1392A

[Omkar and Password](#) · [Tutorial](#)

Quality: 21,743 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

500.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Fysty's solution](#)

501.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,901 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Fysty's solution](#)

502.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Fysty's solution](#)

503.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

504.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

505.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

506.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

507.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,807 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

508.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,578 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

509.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,136 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

510.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

511.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 800 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

512.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Fysty's solution](#)

513.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Fysty's solution](#)

514.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,374 global accepts · Rating: 800 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Fysty's solution](#)

515.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,008 global accepts · Rating: 800 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Fysty's solution](#)

516.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,339 global accepts · Rating: 800 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

517.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Fysty's solution](#)

518.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

519.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,335 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

520.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,156 global accepts · Rating: 800 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Fysty's solution](#)

521.

1372A

[Omkar and Completion](#) · [Tutorial](#)

Quality: 33,480 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

522.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

523.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,784 global accepts · Rating: 800 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

[Fysty's solution](#)

524.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,706 global accepts · Rating: 800 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Fysty's solution](#)

525.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,256 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

526.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,488 global accepts · Rating: 800 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

527.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,356 global accepts · Rating: 800 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

528.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,176 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

529.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,452 global accepts · Rating: 800 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

530.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,199 global accepts · Rating: 800 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

531.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

532.

1369A

[FashionabLee](#) · [Tutorial](#)

Quality: 39,124 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Fysty's solution](#)

533.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

534.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,613 global accepts · Rating: 800 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

535.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,451 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Fysty's solution](#)

536.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Fysty's solution](#)

537.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

538.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,702 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

539.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,993 global accepts · Rating: 800 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[Fysty's solution](#)

540.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,326 global accepts · Rating: 800 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

541.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,247 global accepts · Rating: 800 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

542.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,451 global accepts · Rating: 800 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: implementation

[Fysty's solution](#)

543.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,025 global accepts · Rating: 800 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

544.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

545.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

546.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

547.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,715 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

548.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

549.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,119 global accepts · Rating: 800 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

550.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,585 global accepts · Rating: 800 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Fysty's solution](#)

551.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[Fysty's solution](#)

552.

1352A

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

Quality: 104,088 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Fysty's solution](#)

553.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Fysty's solution](#)

554.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[Fysty's solution](#)

555.

1348A

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

Quality: 42,846 global accepts · Rating: 800 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Fysty's solution](#)

556.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,125 global accepts · Rating: 800 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Fysty's solution](#)

557.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,906 global accepts · Rating: 800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Fysty's solution](#)

558.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,775 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[Fysty's solution](#)

559.

1328A

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

Quality: 131,887 global accepts · Rating: 800 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[Fysty's solution](#)

560.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,823 global accepts · Rating: 800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[Fysty's solution](#)

561.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

562.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,201 global accepts · Rating: 800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Fysty's solution](#)

563.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[Fysty's solution](#)

564.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Fysty's solution](#)

565.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

566.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,500 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

567.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,227 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

568.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,953 global accepts · Rating: 800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

569.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Fysty's solution](#)

570.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

571.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,269 global accepts · Rating: 800 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

572.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,664 global accepts · Rating: 800 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Fysty's solution](#)

573.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

574.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

575.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,809 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Fysty's solution](#)

576.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

577.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

578.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Fysty's solution](#)

579.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,888 global accepts · Rating: 800 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

580.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Fysty's solution](#)

581.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,435 global accepts · Rating: 800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

582.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

583.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,337 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

584.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,426 global accepts · Rating: 800 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

585.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

586.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,294 global accepts · Rating: 800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

587.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

588.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,101 global accepts · Rating: 800 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Fysty's solution](#)

589.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,675 global accepts · Rating: 800 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

590.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

591.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,292 global accepts · Rating: 800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

592.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

593.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

594.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

595.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

596.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

597.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 800 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

598.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

599.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

600.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Fysty's solution](#)

601.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

602.

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Fysty's solution](#)

603.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,049 global accepts · Rating: 800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Fysty's solution](#)

604.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Fysty's solution](#)

605.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,710 global accepts · Rating: 800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

606.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

607.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,052 global accepts · Rating: 800 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

608.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

609.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,979 global accepts · Rating: 800 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

610.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

611.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,796 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Fysty's solution](#)

612.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Fysty's solution](#)

613.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

614.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,126 global accepts · Rating: 800 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Fysty's solution](#)

615.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

616.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

617.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,873 global accepts · Rating: 800 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

618.

1005A

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

Quality: 27,482 global accepts · Rating: 800 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

619.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,980 global accepts · Rating: 800 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

620.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,697 global accepts · Rating: 900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Fysty's solution](#)

621.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,848 global accepts · Rating: 900 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Fysty's solution](#)

622.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,972 global accepts · Rating: 900 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Fysty's solution](#)

623.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Fysty's solution](#)

624.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,846 global accepts · Rating: 900 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

625.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,097 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fysty's solution](#)

626.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,135 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fysty's solution](#)

627.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

628.

2140B

[Another Divisibility Problem](#) · [Tutorial](#)

Quality: 22,127 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

629.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,458 global accepts · Rating: 900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

630.

2114B

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

Quality: 30,499 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

631.

2110B

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

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Fysty's solution](#)

632.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,381 global accepts · Rating: 900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

633.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,486 global accepts · Rating: 900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fysty's solution](#)

634.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

635.

2085A

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

Quality: 23,546 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

636.

2072B

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

Quality: 30,934 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[Fysty's solution](#)

637.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,749 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

638.

2060C

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

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[Fysty's solution](#)

639.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

640.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Fysty's solution](#)

641.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,782 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Fysty's solution](#)

642.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

643.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Fysty's solution](#)

644.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Fysty's solution](#)

645.

2033B

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

Quality: 28,842 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Fysty's solution](#)

646.

2013B

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

Quality: 28,240 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

647.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Fysty's solution](#)

648.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Fysty's solution](#)

649.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

650.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Fysty's solution](#)

651.

1992C

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

Quality: 33,254 global accepts · Rating: 900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

652.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,402 global accepts · Rating: 900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

653.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,528 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Fysty's solution](#)

654.

1971C

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

Quality: 41,571 global accepts · Rating: 900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

655.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,625 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

656.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

657.

1941C

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

Quality: 39,194 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Fysty's solution](#)

658.

1927B

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

Quality: 38,127 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Fysty's solution](#)

659.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,598 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

660.

1915D

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

Quality: 35,078 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Fysty's solution](#)

661.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,361 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

662.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,703 global accepts · Rating: 900 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[Fysty's solution](#)

663.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,627 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[Fysty's solution](#)

664.

1872B

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

Quality: 30,493 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

665.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,572 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Fysty's solution](#)

666.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

667.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,790 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Fysty's solution](#)

668.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Fysty's solution](#)

669.

1837B

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

Quality: 50,088 global accepts · Rating: 900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

670.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Fysty's solution](#)

671.

1833B

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

Quality: 29,616 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

672.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,119 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Fysty's solution](#)

673.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,613 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

674.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,745 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Fysty's solution](#)

675.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,736 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

676.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

677.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,849 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

678.

1795B

[Ideal Point](#) · [Tutorial](#)

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

[Fysty's solution](#)

679.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Fysty's solution](#)

680.

1775A2

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

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

[Fysty's solution](#)

681.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

682.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

683.

1771A

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

Quality: 25,298 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Fysty's solution](#)

684.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

685.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,888 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

686.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Fysty's solution](#)

687.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Fysty's solution](#)

688.

1714A

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

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

689.

1709B

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

Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[Fysty's solution](#)

690.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation

[Fysty's solution](#)

691.

1699B

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

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Fysty's solution](#)

692.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,306 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

693.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Fysty's solution](#)

694.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

695.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,159 global accepts · Rating: 900 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Fysty's solution](#)

696.

1675B

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

Quality: 43,274 global accepts · Rating: 900 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

697.

1665B

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

Quality: 32,891 global accepts · Rating: 900 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

698.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[Fysty's solution](#)

699.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,929 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

700.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,827 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Fysty's solution](#)

701.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Fysty's solution](#)

702.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,626 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

703.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Fysty's solution](#)

704.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

705.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[Fysty's solution](#)

706.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,437 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[Fysty's solution](#)

707.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,470 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Fysty's solution](#)

708.

1582B

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

Quality: 33,357 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

709.

1593B

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

Quality: 40,638 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[Fysty's solution](#)

710.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

711.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,572 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Fysty's solution](#)

712.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Fysty's solution](#)

713.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Fysty's solution](#)

714.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,940 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

715.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,294 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

716.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Fysty's solution](#)

717.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,658 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

718.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[Fysty's solution](#)

719.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Fysty's solution](#)

720.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Fysty's solution](#)

721.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

722.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

723.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,238 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Fysty's solution](#)

724.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,794 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

725.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

726.

1471A

[Strange Partition](#) · [Tutorial](#)

Quality: 38,200 global accepts · Rating: 900 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

727.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,445 global accepts · Rating: 900 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

728.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Fysty's solution](#)

729.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 900 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

730.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

731.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

732.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Fysty's solution](#)

733.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Fysty's solution](#)

734.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

735.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,203 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Fysty's solution](#)

736.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Fysty's solution](#)

737.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,982 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

738.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

739.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

740.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[Fysty's solution](#)

741.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

742.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Fysty's solution](#)

743.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,675 global accepts · Rating: 900 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Fysty's solution](#)

744.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Fysty's solution](#)

745.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,447 global accepts · Rating: 900 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Fysty's solution](#)

746.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

747.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 900 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Fysty's solution](#)

748.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,574 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

749.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,468 global accepts · Rating: 900 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[Fysty's solution](#)

750.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 900 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Fysty's solution](#)

751.

115A

[Party](#) · [Tutorial](#)

Quality: 43,344 global accepts · Rating: 900 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Fysty's solution](#)

752.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[Fysty's solution](#)

753.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

754.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

755.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 900 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Fysty's solution](#)

756.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Fysty's solution](#)

757.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

758.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,769 global accepts · Rating: 900 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

759.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

760.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

761.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,889 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

762.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

763.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

764.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

765.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

766.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,426 global accepts · Rating: 900 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

767.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,383 global accepts · Rating: 900 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Fysty's solution](#)

768.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,862 global accepts · Rating: 900 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

769.

1335B

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

Quality: 42,594 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

770.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Fysty's solution](#)

771.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

772.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-22 · last AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

773.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Fysty's solution](#)

774.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

775.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,456 global accepts · Rating: 900 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

776.

415A

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

Quality: 9,590 global accepts · Rating: 900 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

777.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,356 global accepts · Rating: 900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

778.

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

779.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,230 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

780.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

781.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,693 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

782.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,682 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Fysty's solution](#)

783.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,145 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

784.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 900 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

785.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

786.

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

787.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Fysty's solution](#)

788.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 900 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

789.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

790.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

791.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,860 global accepts · Rating: 900 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

792.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

793.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,032 global accepts · Rating: 900 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

794.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,508 global accepts · Rating: 900 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Fysty's solution](#)

795.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

796.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

797.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

798.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

799.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,695 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

800.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 900 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

801.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,029 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

802.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Fysty's solution](#)

803.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,338 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[Fysty's solution](#)

804.

2203B

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

Quality: 14,280 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Fysty's solution](#)

805.

2192B

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

Quality: 14,542 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[Fysty's solution](#)

806.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,707 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Fysty's solution](#)

807.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,808 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

808.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,545 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

809.

2147B

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

Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

810.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,910 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Fysty's solution](#)

811.

2144B

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

Quality: 18,469 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

812.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,733 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

813.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,875 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[Fysty's solution](#)

814.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,736 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Fysty's solution](#)

815.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,890 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

816.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Fysty's solution](#)

817.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

818.

2093C

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

Quality: 30,840 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

819.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,812 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Fysty's solution](#)

820.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,828 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

821.

2060B

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

Quality: 28,588 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

822.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,279 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

823.

2057B

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

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

824.

2051C

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

Quality: 28,007 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

825.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

826.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Fysty's solution](#)

827.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

828.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Fysty's solution](#)

829.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,421 global accepts · Rating: 1000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Fysty's solution](#)

830.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Fysty's solution](#)

831.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

832.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,741 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Fysty's solution](#)

833.

1986B

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

Quality: 30,129 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Fysty's solution](#)

834.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,103 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

835.

1968C

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

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Fysty's solution](#)

836.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

837.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Fysty's solution](#)

838.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Fysty's solution](#)

839.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,881 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

840.

1927C

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

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

841.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Fysty's solution](#)

842.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Fysty's solution](#)

843.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,359 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Fysty's solution](#)

844.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Fysty's solution](#)

845.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[Fysty's solution](#)

846.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Fysty's solution](#)

847.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,050 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Fysty's solution](#)

848.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,557 global accepts · Rating: 1000 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
[Fysty's solution](#)

849.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Fysty's solution](#)

850.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Fysty's solution](#)

851.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,164 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Fysty's solution](#)

852.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

853.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Fysty's solution](#)

854.

1800C1

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

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Fysty's solution](#)

855.

1800B

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

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

856.

1796B

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

Quality: 18,313 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

857.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,257 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Fysty's solution](#)

858.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

859.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Fysty's solution](#)

860.

1770B

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

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

[Fysty's solution](#)

861.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Fysty's solution](#)

862.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math

[Fysty's solution](#)

863.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,775 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

864.

1760D

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

Quality: 27,011 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Fysty's solution](#)

865.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,536 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Fysty's solution](#)

866.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,084 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Fysty's solution](#)

867.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,601 global accepts · Rating: 1000 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

868.

1713B

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

Quality: 22,688 global accepts · Rating: 1000 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Fysty's solution](#)

869.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,907 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

870.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

871.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Fysty's solution](#)

872.

1690D

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

Quality: 47,017 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Fysty's solution](#)

873.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,311 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[Fysty's solution](#)

874.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,950 global accepts · Rating: 1000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Fysty's solution](#)

875.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Fysty's solution](#)

876.

1632B

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

Quality: 31,529 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[Fysty's solution](#)

877.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings
[Fysty's solution](#)

878.

1620B

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

Quality: 31,467 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[Fysty's solution](#)

879.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Fysty's solution](#)

880.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Fysty's solution](#)

881.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Fysty's solution](#)

882.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Fysty's solution](#)

883.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[Fysty's solution](#)

884.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,884 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Fysty's solution](#)

885.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

886.

1579E1

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

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

887.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Fysty's solution](#)

888.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

889.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,921 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Fysty's solution](#)

890.

1562B

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

Quality: 20,542 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Fysty's solution](#)

891.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

892.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Fysty's solution](#)

893.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,525 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[Fysty's solution](#)

894.

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

895.

1521A

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

Quality: 42,038 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

896.

1506C

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

Quality: 35,614 global accepts · Rating: 1000 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Fysty's solution](#)

897.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Fysty's solution](#)

898.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Fysty's solution](#)

899.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,131 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Fysty's solution](#)

900.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,319 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Fysty's solution](#)

901.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,089 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Fysty's solution](#)

902.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,042 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

903.

1469A

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

Quality: 30,031 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

904.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

905.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Fysty's solution](#)

906.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,438 global accepts · Rating: 1000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

907.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Fysty's solution](#)

908.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Fysty's solution](#)

909.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,831 global accepts · Rating: 1000 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

910.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

911.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Fysty's solution](#)

912.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

913.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

914.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,923 global accepts · Rating: 1000 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Fysty's solution](#)

915.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

916.

1073A

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

Quality: 17,052 global accepts · Rating: 1000 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

917.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,910 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

918.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math

[Fysty's solution](#)

919.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,050 global accepts · Rating: 1000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Fysty's solution](#)

920.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,684 global accepts · Rating: 1000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Fysty's solution](#)

921.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Fysty's solution](#)

922.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

923.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

924.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,104 global accepts · Rating: 1000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Fysty's solution](#)

925.

1155A

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

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[Fysty's solution](#)

926.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Fysty's solution](#)

927.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,120 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[Fysty's solution](#)

928.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,070 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Fysty's solution](#)

929.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Fysty's solution](#)

930.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Fysty's solution](#)

931.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Fysty's solution](#)

932.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Fysty's solution](#)

933.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[Fysty's solution](#)

934.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,726 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Fysty's solution](#)

935.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Fysty's solution](#)

936.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

937.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

938.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

939.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,414 global accepts · Rating: 1000 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

940.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

941.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Fysty's solution](#)

942.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

943.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,047 global accepts · Rating: 1000 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Fysty's solution](#)

944.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

945.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,572 global accepts · Rating: 1000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Fysty's solution](#)

946.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2020-02-14 · last AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

947.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

948.

1027A

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

Quality: 18,800 global accepts · Rating: 1000 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

949.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Fysty's solution](#)

950.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

951.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Fysty's solution](#)

952.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Fysty's solution](#)

953.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,486 global accepts · Rating: 1000 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

954.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,630 global accepts · Rating: 1000 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

955.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

956.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Fysty's solution](#)

957.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

958.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

959.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

960.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

961.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,523 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

962.

1245A

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

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

963.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Fysty's solution](#)

964.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

965.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Fysty's solution](#)

966.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

967.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

968.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

969.

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 1000 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

970.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Fysty's solution](#)

971.

1241B

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

Rating: 1000 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Fysty's solution](#)

972.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Fysty's solution](#)

973.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

974.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

975.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

976.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

977.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

978.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

979.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,380 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Fysty's solution](#)

980.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,520 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

981.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,564 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Fysty's solution](#)

982.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,677 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Fysty's solution](#)

983.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,095 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fysty's solution](#)

984.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,852 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Fysty's solution](#)

985.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings

[Fysty's solution](#)

986.

2173B

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

Quality: 18,122 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Fysty's solution](#)

987.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,238 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[Fysty's solution](#)

988.

2155B

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

Quality: 16,986 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Fysty's solution](#)

989.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,920 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

990.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Fysty's solution](#)

991.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,907 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Fysty's solution](#)

992.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,416 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Fysty's solution](#)

993.

2126C

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

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

994.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Fysty's solution](#)

995.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,385 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Fysty's solution](#)

996.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

997.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,858 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Fysty's solution](#)

998.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

999.

2086B

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

Quality: 18,992 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Fysty's solution](#)

1000.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,971 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Fysty's solution](#)

1001.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,883 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Fysty's solution](#)

1002.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

1003.

2064B

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

Quality: 20,120 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Fysty's solution](#)

1004.

2065C1

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

Quality: 27,759 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Fysty's solution](#)

1005.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Fysty's solution](#)

1006.

2060D

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

Quality: 26,194 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fysty's solution](#)

1007.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

1008.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

1009.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,058 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

1010.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Fysty's solution](#)**1011.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fysty's solution](#)**1012.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,810 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[Fysty's solution](#)**1013.**

2025B

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

Quality: 19,613 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)**1014.**

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, dp

[Fysty's solution](#)**1015.**

2014C

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

Quality: 27,455 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Fysty's solution](#)**1016.**

2009C

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

Quality: 33,007 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)**1017.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,445 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[Fysty's solution](#)**1018.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Fysty's solution](#)**1019.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,669 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Fysty's solution](#)**1020.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1021.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,431 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Fysty's solution](#)

1022.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Fysty's solution](#)

1023.

1995B1

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

Quality: 20,983 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

[Fysty's solution](#)

1024.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Fysty's solution](#)

1025.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Fysty's solution](#)

1026.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1027.

1976B

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

Quality: 25,078 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1028.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Fysty's solution](#)

1029.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,552 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Fysty's solution](#)

1030.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Fysty's solution](#)

1031.

1950D

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

Quality: 26,494 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Fysty's solution](#)

1032.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,271 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Fysty's solution](#)

1033.

1933C

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

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Fysty's solution](#)

1034.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,878 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Fysty's solution](#)

1035.

1921D

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

Quality: 24,275 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Fysty's solution](#)

1036.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,122 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Fysty's solution](#)

1037.

1917B

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

Quality: 36,346 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Fysty's solution](#)

1038.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Fysty's solution](#)

1039.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Fysty's solution](#)

1040.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1041.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,009 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Fysty's solution](#)

1042.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,452 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Fysty's solution](#)

1043.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Fysty's solution](#)

1044.

1872C

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

Quality: 26,379 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

1045.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1046.

1863B

[Split Sort](#) · [Tutorial](#)

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

[Fysty's solution](#)

1047.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Fysty's solution](#)

1048.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Fysty's solution](#)

1049.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,712 global accepts · Rating: 1100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

1050.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,993 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[Fysty's solution](#)

1051.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Fysty's solution](#)

1052.

1842B

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

Quality: 25,532 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Fysty's solution](#)

1053.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,721 global accepts · Rating: 1100 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math
[Fysty's solution](#)

1054.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,548 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Fysty's solution](#)

1055.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[Fysty's solution](#)

1056.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,479 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[Fysty's solution](#)

1057.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,626 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[Fysty's solution](#)

1058.

1821B

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

Quality: 28,320 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[Fysty's solution](#)

1059.

1797B

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

Quality: 24,609 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Fysty's solution](#)

1060.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Fysty's solution](#)

1061.

1807G1

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

Quality: 22,249 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation, sortings

[Fysty's solution](#)

1062.

1807G2

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

Quality: 27,840 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Fysty's solution](#)

1063.

1800C2

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

Quality: 27,086 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Fysty's solution](#)

1064.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1065.

1788B

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

Quality: 22,356 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Fysty's solution](#)

1066.

1791G1

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

Quality: 33,914 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1067.

1791E

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

Quality: 41,280 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Fysty's solution](#)

1068.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

1069.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,970 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Fysty's solution](#)

1070.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1071.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1072.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Fysty's solution](#)

1073.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Fysty's solution](#)

1074.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[Fysty's solution](#)

1075.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1076.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Fysty's solution](#)

1077.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

1078.

1708B

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

Quality: 28,403 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1079.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[Fysty's solution](#)

1080.

1702C

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

Quality: 25,117 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Fysty's solution](#)

1081.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

1082.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation, math

[Fysty's solution](#)

1083.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

1084.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,064 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Fysty's solution](#)

1085.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

1086.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,599 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Fysty's solution](#)

1087.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

1088.

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Fysty's solution](#)

1089.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[Fysty's solution](#)

1090.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Fysty's solution](#)

1091.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Fysty's solution](#)

1092.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

1093.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Fysty's solution](#)

1094.

1624C

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

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Fysty's solution](#)

1095.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

1096.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Fysty's solution](#)

1097.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,395 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Fysty's solution](#)

1098.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Fysty's solution](#)

1099.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

1100.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

1101.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Fysty's solution](#)

1102.

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[Fysty's solution](#)

1103.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,886 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Fysty's solution](#)

1104.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Fysty's solution](#)

1105.

1557B

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

Quality: 24,609 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1106.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Fysty's solution](#)

1107.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

1108.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,054 global accepts · Rating: 1100 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

1109.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1110.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1111.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Fysty's solution](#)

1112.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,820 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Fysty's solution](#)

1113.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Fysty's solution](#)

1114.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,906 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

1115.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Fysty's solution](#)

1116.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Fysty's solution](#)

1117.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,339 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Fysty's solution](#)

1118.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[Fysty's solution](#)

1119.

1457B

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

Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Fysty's solution](#)

1120.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

1121.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

1122.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Fysty's solution](#)

1123.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1124.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Fysty's solution](#)

1125.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

1126.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Fysty's solution](#)

1127.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,391 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1128.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,921 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

1129.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,777 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

1130.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

1131.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,427 global accepts · Rating: 1100 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: math

[Fysty's solution](#)

1132.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

1133.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Fysty's solution](#)

1134.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,026 global accepts · Rating: 1100 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[Fysty's solution](#)

1135.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1136.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1137.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

1138.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

1139.

1105B

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

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Fysty's solution](#)

1140.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

1141.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,995 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Fysty's solution](#)

1142.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Fysty's solution](#)

1143.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1144.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,191 global accepts · Rating: 1100 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Fysty's solution](#)

1145.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1146.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,778 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph

matchings, greedy, sortings

[Fysty's solution](#)

1147.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Fysty's solution](#)

1148.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,399 global accepts · Rating: 1100 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Fysty's solution](#)

1149.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[Fysty's solution](#)

1150.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Fysty's solution](#)

1151.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1152.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Fysty's solution](#)

1153.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,619 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1154.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1155.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

1156.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1157.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,512 global accepts · Rating: 1100 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Fysty's solution](#)

1158.

1324B

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

Quality: 30,791 global accepts · Rating: 1100 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Fysty's solution](#)

1159.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Fysty's solution](#)

1160.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

1161.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Fysty's solution](#)

1162.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Fysty's solution](#)

1163.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1100 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Fysty's solution](#)

1164.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1165.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Fysty's solution](#)

1166.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1167.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

1168.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 1100 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1169.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1170.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,040 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[Fysty's solution](#)

1171.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,599 global accepts · Rating: 1200 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

1172.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

1173.

2182C

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

Quality: 15,509 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Fysty's solution](#)

1174.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Fysty's solution](#)

1175.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,348 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Fysty's solution](#)

1176.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Fysty's solution](#)

1177.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Fysty's solution](#)

1178.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,542 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

1179.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

1180.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,866 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

1181.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1182.

2126D

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

Quality: 24,010 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Fysty's solution](#)

1183.

2123D

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

Quality: 21,887 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Fysty's solution](#)

1184.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1185.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

1186.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Fysty's solution](#)

1187.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,564 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Fysty's solution](#)

1188.

2092C

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

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

1189.

2091D

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

Quality: 23,487 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Fysty's solution](#)

1190.

2085B

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

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

1191.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1192.

2072C

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

Quality: 19,572 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Fysty's solution](#)

1193.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[Fysty's solution](#)

1194.

2065D

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

Quality: 20,628 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1195.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Fysty's solution](#)

1196.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Fysty's solution](#)

1197.

2053B

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

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Fysty's solution](#)

1198.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Fysty's solution](#)

1199.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Fysty's solution](#)

1200.

2050C

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

Quality: 24,996 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Fysty's solution](#)

1201.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Fysty's solution](#)

1202.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,817 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Fysty's solution](#)

1203.

2020B

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Fysty's solution](#)

1204.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Fysty's solution](#)

1205.

2003C

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

Quality: 21,658 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Fysty's solution](#)

1206.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,834 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Fysty's solution](#)

1207.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Fysty's solution](#)

1208.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,026 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[Fysty's solution](#)

1209.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Fysty's solution](#)

1210.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[Fysty's solution](#)

1211.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Fysty's solution](#)

1212.

1989B

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

Quality: 23,314 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[Fysty's solution](#)

1213.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,896 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[Fysty's solution](#)

1214.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[Fysty's solution](#)

1215.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math
[Fysty's solution](#)

1216.

1954C

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

Quality: 22,742 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Fysty's solution](#)

1217.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,511 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Fysty's solution](#)

1218.

1945C

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

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Fysty's solution](#)

1219.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation
[Fysty's solution](#)

1220.

1935B

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

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Fysty's solution](#)

1221.

1934B

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

Quality: 22,012 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[Fysty's solution](#)

1222.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[Fysty's solution](#)

1223.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,744 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[Fysty's solution](#)

1224.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,751 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[Fysty's solution](#)

1225.

1922B

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

Quality: 23,374 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[Fysty's solution](#)

1226.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,253 global accepts · Rating: 1200 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Fysty's solution](#)

1227.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[Fysty's solution](#)

1228.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Fysty's solution](#)

1229.

1872D

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

Quality: 38,814 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math
[Fysty's solution](#)

1230.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Fysty's solution](#)

1231.

1857C

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

Quality: 41,742 global accepts · Rating: 1200 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1232.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,394 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Fysty's solution](#)

1233.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[Fysty's solution](#)

1234.

1846C

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

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Fysty's solution](#)

1235.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Fysty's solution](#)

1236.

1834C

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

Quality: 15,038 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Fysty's solution](#)

1237.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,388 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1238.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,017 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1239.

1808B

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

Quality: 29,660 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Fysty's solution](#)

1240.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,340 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Fysty's solution](#)

1241.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,739 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Fysty's solution](#)

1242.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,091 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Fysty's solution](#)

1243.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,552 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Fysty's solution](#)

1244.

1792B

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

Quality: 24,138 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1245.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Fysty's solution](#)

1246.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

1247.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,787 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

1248.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1249.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,580 global accepts · Rating: 1200 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Fysty's solution](#)

1250.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Fysty's solution](#)

1251.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,275 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[Fysty's solution](#)

1252.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,425 global accepts · Rating: 1200 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[Fysty's solution](#)

1253.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[Fysty's solution](#)

1254.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,252 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings
[Fysty's solution](#)

1255.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Fysty's solution](#)

1256.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings
[Fysty's solution](#)

1257.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[Fysty's solution](#)

1258.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Fysty's solution](#)

1259.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Fysty's solution](#)

1260.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,659 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Fysty's solution](#)

1261.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,706 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[Fysty's solution](#)

1262.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Fysty's solution](#)

1263.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Fysty's solution](#)

1264.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Fysty's solution](#)

1265.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,332 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[Fysty's solution](#)

1266.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,160 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Fysty's solution](#)

1267.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1268.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Fysty's solution](#)

1269.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Fysty's solution](#)

1270.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Fysty's solution](#)**1271.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,474 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Fysty's solution](#)**1272.**

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)**1273.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)**1274.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,457 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)**1275.**

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fysty's solution](#)**1276.**

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,023 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Fysty's solution](#)**1277.**

1527B1

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

Quality: 34,392 global accepts · Rating: 1200 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Fysty's solution](#)**1278.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 1200 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[Fysty's solution](#)**1279.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,707 global accepts · Rating: 1200 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fysty's solution](#)

1280.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

1281.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Fysty's solution](#)

1282.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Fysty's solution](#)

1283.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[Fysty's solution](#)

1284.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Fysty's solution](#)

1285.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Fysty's solution](#)

1286.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

1287.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Fysty's solution](#)

1288.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[Fysty's solution](#)

1289.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1290.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1291.

1437B

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

Quality: 20,851 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1292.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,571 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Fysty's solution](#)

1293.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Fysty's solution](#)

1294.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,802 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Fysty's solution](#)

1295.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,026 global accepts · Rating: 1200 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

1296.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,898 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1297.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,220 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

1298.

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

1299.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Fysty's solution](#)

1300.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy,

implementation, sortings

[Fysty's solution](#)

1301.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,639 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

1302.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1303.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

1304.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Fysty's solution](#)

1305.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Fysty's solution](#)

1306.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1200 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

1307.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Fysty's solution](#)

1308.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Fysty's solution](#)

1309.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

1310.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,936 global accepts · Rating: 1200 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1311.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1200 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Fysty's solution](#)

1312.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math

[Fysty's solution](#)

1313.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1314.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,608 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1315.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 1200 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Fysty's solution](#)

1316.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[Fysty's solution](#)

1317.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[Fysty's solution](#)

1318.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,330 global accepts · Rating: 1200 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Fysty's solution](#)

1319.

445A

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

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[Fysty's solution](#)

1320.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,733 global accepts · Rating: 1200 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Fysty's solution](#)

1321.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Fysty's solution](#)

1322.

1155B

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

Quality: 12,522 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Fysty's solution](#)

1323.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1324.

1150C

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

Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Fysty's solution](#)

1325.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,165 global accepts · Rating: 1200 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: games

[Fysty's solution](#)

1326.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,361 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Fysty's solution](#)

1327.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Fysty's solution](#)

1328.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,358 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Fysty's solution](#)

1329.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Fysty's solution](#)

1330.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

1331.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Fysty's solution](#)

1332.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,328 global accepts · Rating: 1200 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: sortings

[Fysty's solution](#)

1333.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

1334.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Fysty's solution](#)

1335.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

1336.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,091 global accepts · Rating: 1200 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Fysty's solution](#)

1337.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,369 global accepts · Rating: 1200 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

1338.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Fysty's solution](#)

1339.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Fysty's solution](#)

1340.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

1341.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,622 global accepts · Rating: 1200 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1342.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Fysty's solution](#)

1343.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,757 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Fysty's solution](#)

1344.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1345.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Fysty's solution](#)

1346.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1200 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Fysty's solution](#)

1347.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Fysty's solution](#)

1348.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1349.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

1350.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,081 global accepts · Rating: 1200 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1351.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Fysty's solution](#)

1352.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1200 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Fysty's solution](#)

1353.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,259 global accepts · Rating: 1200 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

1354.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1200 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation,

sortings

[Fysty's solution](#)

1355.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Fysty's solution](#)

1356.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

1357.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,015 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

1358.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

1359.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,033 global accepts · Rating: 1200 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[Fysty's solution](#)

1360.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,555 global accepts · Rating: 1200 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation

[Fysty's solution](#)

1361.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

1362.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

1363.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Fysty's solution](#)

1364.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1365.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fysty's solution](#)

1366.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,735 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Fysty's solution](#)

1367.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fysty's solution](#)

1368.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Fysty's solution](#)

1369.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Fysty's solution](#)

1370.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,530 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Fysty's solution](#)

1371.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

1372.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1373.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

1374.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,672 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Fysty's solution](#)

1375.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1376.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,411 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Fysty's solution](#)

1377.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1378.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,008 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Fysty's solution](#)

1379.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,653 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fysty's solution](#)

1380.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,198 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths

[Fysty's solution](#)

1381.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[Fysty's solution](#)

1382.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,894 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Fysty's solution](#)

1383.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,509 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Fysty's solution](#)

1384.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1385.

2145C

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

Quality: 15,398 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[Fysty's solution](#)

1386.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,688 global accepts · Rating: 1300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Fysty's solution](#)

1387.

2146C

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

Quality: 13,310 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[Fysty's solution](#)

1388.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,098 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Fysty's solution](#)

1389.

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

1390.

2118C

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

Quality: 18,474 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[Fysty's solution](#)

1391.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Fysty's solution](#)

1392.

2086C

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

Quality: 16,125 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Fysty's solution](#)

1393.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[Fysty's solution](#)

1394.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,832 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1395.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

1396.

2072D

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

Quality: 17,638 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

1397.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,785 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Fysty's solution](#)

1398.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Fysty's solution](#)

1399.

2065C2

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

Quality: 18,794 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Fysty's solution](#)

1400.

2059B

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

Quality: 18,788 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Fysty's solution](#)

1401.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Fysty's solution](#)

1402.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Fysty's solution](#)

1403.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Fysty's solution](#)

1404.

2050D

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

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[Fysty's solution](#)

1405.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

1406.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,501 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Fysty's solution](#)

1407.

2033D

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

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Fysty's solution](#)

1408.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Fysty's solution](#)

1409.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1410.

1999E

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

Quality: 23,618 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[Fysty's solution](#)

1411.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Fysty's solution](#)

1412.

1978C

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

Quality: 17,785 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Fysty's solution](#)

1413.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Fysty's solution](#)

1414.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1415.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Fysty's solution](#)

1416.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Fysty's solution](#)

1417.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,164 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

1418.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Fysty's solution](#)

1419.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,369 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Fysty's solution](#)

1420.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,621 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Fysty's solution](#)

1421.

1927D

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

Quality: 33,166 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Fysty's solution](#)

1422.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

1423.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,516 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Fysty's solution](#)

1424.

1881D

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

Quality: 28,426 global accepts · Rating: 1300 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

1425.

1889A

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

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fysty's solution](#)

1426.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,415 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Fysty's solution](#)

1427.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Fysty's solution](#)

1428.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Fysty's solution](#)

1429.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Fysty's solution](#)

1430.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Fysty's solution](#)

1431.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Fysty's solution](#)

1432.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,316 global accepts · Rating: 1300 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Fysty's solution](#)

1433.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Fysty's solution](#)

1434.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Fysty's solution](#)

1435.

1846E1

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

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

1436.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

1437.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Fysty's solution](#)

1438.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

1439.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Fysty's solution](#)

1440.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1441.

1810C

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

Quality: 16,549 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Fysty's solution](#)

1442.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,771 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[Fysty's solution](#)

1443.

1794C

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

Quality: 22,079 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Fysty's solution](#)

1444.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[Fysty's solution](#)

1445.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

1446.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1447.

1775B

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

Quality: 20,733 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Fysty's solution](#)

1448.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Fysty's solution](#)

1449.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Fysty's solution](#)

1450.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Fysty's solution](#)

1451.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Fysty's solution](#)

1452.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,045 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Fysty's solution](#)

1453.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Fysty's solution](#)

1454.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Fysty's solution](#)

1455.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,144 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Fysty's solution](#)

1456.

1676G

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

Quality: 23,996 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fysty's solution](#)

1457.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,186 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Fysty's solution](#)

1458.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[Fysty's solution](#)

1459.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,104 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Fysty's solution](#)

1460.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,666 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Fysty's solution](#)

1461.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

1462.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Fysty's solution](#)

1463.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Fysty's solution](#)

1464.

1650D

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

Quality: 14,689 global accepts · Rating: 1300 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Fysty's solution](#)

1465.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1466.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,958 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1467.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[Fysty's solution](#)

1468.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[Fysty's solution](#)

1469.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[Fysty's solution](#)

1470.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[Fysty's solution](#)

1471.

1618D

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

Quality: 20,895 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[Fysty's solution](#)

1472.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Fysty's solution](#)

1473.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,799 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[Fysty's solution](#)

1474.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[Fysty's solution](#)

1475.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[Fysty's solution](#)

1476.

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[Fysty's solution](#)

1477.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,194 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

1478.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,870 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[Fysty's solution](#)

1479.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Fysty's solution](#)

1480.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[Fysty's solution](#)

1481.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,082 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Fysty's solution](#)

1482.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Fysty's solution](#)

1483.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Fysty's solution](#)

1484.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,805 global accepts · Rating: 1300 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Fysty's solution](#)

1485.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Fysty's solution](#)

1486.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

1487.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

1488.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Fysty's solution](#)

1489.

1470A

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

Quality: 28,381 global accepts · Rating: 1300 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Fysty's solution](#)

1490.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,727 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Fysty's solution](#)

1491.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,875 global accepts · Rating: 1300 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Fysty's solution](#)

1492.

1454D

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

Quality: 22,144 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

1493.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

1494.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,638 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Fysty's solution](#)

1495.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,835 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

1496.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

1497.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Fysty's solution](#)

1498.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

1499.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Fysty's solution](#)

1500.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

1501.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1502.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,067 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Fysty's solution](#)

1503.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Fysty's solution](#)

1504.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1505.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,442 global accepts · Rating: 1300 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Fysty's solution](#)

1506.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Fysty's solution](#)

1507.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Fysty's solution](#)

1508.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

1509.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Fysty's solution](#)

1510.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1511.

1064C

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

Rating: 1300 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

1512.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,380 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

1513.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Fysty's solution](#)

1514.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,674 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Fysty's solution](#)

1515.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

1516.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Fysty's solution](#)

1517.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

1518.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Fysty's solution](#)

1519.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Fysty's solution](#)

1520.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,639 global accepts · Rating: 1300 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Fysty's solution](#)

1521.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,267 global accepts · Rating: 1300 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Fysty's solution](#)

1522.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1523.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

1524.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

1525.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1300 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

1526.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

1527.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,173 global accepts · Rating: 1300 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Fysty's solution](#)

1528.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,949 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Fysty's solution](#)

1529.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Fysty's solution](#)

1530.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,840 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

1531.

1005C

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

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

1532.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

1533.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[Fysty's solution](#)

1534.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

1535.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,992 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Fysty's solution](#)

1536.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,992 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

1537.

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Fysty's solution](#)

1538.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

1539.

1008C

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

Rating: 1300 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

1540.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,092 global accepts · Rating: 1300 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1541.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,459 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

1542.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Fysty's solution](#)

1543.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Fysty's solution](#)

1544.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

1545.

426B

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

Quality: 3,959 global accepts · Rating: 1300 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

1546.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Fysty's solution](#)

1547.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Fysty's solution](#)

1548.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Fysty's solution](#)

1549.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[Fysty's solution](#)

1550.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Fysty's solution](#)

1551.

1220C

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

Quality: 10,812 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Fysty's solution](#)

1552.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[Fysty's solution](#)

1553.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,824 global accepts · Rating: 1300 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Fysty's solution](#)

1554.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,266 global accepts · Rating: 1300 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

1555.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1556.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Fysty's solution](#)

1557.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Fysty's solution](#)

1558.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1559.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fysty's solution](#)

1560.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Fysty's solution](#)

1561.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Fysty's solution](#)

1562.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1300 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1563.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Fysty's solution](#)

1564.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

1565.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

1566.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1567.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,248 global accepts · Rating: 1300 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1568.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

1569.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

1570.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,905 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Fysty's solution](#)

1571.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[Fysty's solution](#)

1572.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,668 global accepts · Rating: 1400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[Fysty's solution](#)

1573.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[Fysty's solution](#)

1574.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,575 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[Fysty's solution](#)

1575.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,839 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
[Fysty's solution](#)

1576.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[Fysty's solution](#)

1577.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[Fysty's solution](#)

1578.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Fysty's solution](#)

1579.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[Fysty's solution](#)

1580.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[Fysty's solution](#)

1581.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,003 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Fysty's solution](#)

1582.

2114D

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

Quality: 14,639 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Fysty's solution](#)

1583.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,826 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1584.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Fysty's solution](#)

1585.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[Fysty's solution](#)

1586.

2084C

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

Quality: 11,708 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Fysty's solution](#)

1587.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Fysty's solution](#)

1588.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Fysty's solution](#)

1589.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Fysty's solution](#)

1590.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Fysty's solution](#)

1591.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Fysty's solution](#)

1592.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Fysty's solution](#)

1593.

2033E

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

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Fysty's solution](#)

1594.

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Fysty's solution](#)

1595.

2020C

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

Quality: 18,294 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Fysty's solution](#)

1596.

2014D

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

Quality: 15,972 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Fysty's solution](#)

1597.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Fysty's solution](#)

1598.

2009E

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

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Fysty's solution](#)

1599.

2009D

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

Quality: 18,773 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Fysty's solution](#)

1600.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Fysty's solution](#)

1601.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[Fysty's solution](#)

1602.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1603.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Fysty's solution](#)

1604.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,446 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1605.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Fysty's solution](#)

1606.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,375 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Fysty's solution](#)

1607.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,793 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fysty's solution](#)

1608.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[Fysty's solution](#)

1609.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Fysty's solution](#)

1610.

1967B1

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

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

1611.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1612.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Fysty's solution](#)

1613.

1931E

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

Quality: 25,722 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Fysty's solution](#)

1614.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Fysty's solution](#)

1615.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

1616.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Fysty's solution](#)

1617.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

1618.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Fysty's solution](#)

1619.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Fysty's solution](#)

1620.

1888C

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

Rating: 1400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fysty's solution](#)

1621.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,960 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Fysty's solution](#)

1622.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Fysty's solution](#)

1623.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[Fysty's solution](#)

1624.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[Fysty's solution](#)

1625.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Fysty's solution](#)

1626.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,967 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Fysty's solution](#)

1627.

1838C

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

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Fysty's solution](#)

1628.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,787 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[Fysty's solution](#)

1629.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,305 global accepts · Rating: 1400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Fysty's solution](#)

1630.

1830A

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

Quality: 20,313 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Fysty's solution](#)

1631.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Fysty's solution](#)

1632.

1805C

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

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[Fysty's solution](#)

1633.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1400 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Fysty's solution](#)

1634.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Fysty's solution](#)

1635.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Fysty's solution](#)

1636.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,505 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1637.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

1638.

1771B

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

Quality: 21,328 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Fysty's solution](#)

1639.

1773E

[Easy Assembly](#) · [Tutorial](#)

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

[Fysty's solution](#)

1640.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Fysty's solution](#)

1641.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Fysty's solution](#)

1642.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Fysty's solution](#)

1643.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Fysty's solution](#)

1644.

1728C

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

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[Fysty's solution](#)

1645.

1719C

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

Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Fysty's solution](#)

1646.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Fysty's solution](#)

1647.

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation
[Fysty's solution](#)

1648.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Fysty's solution](#)

1649.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Fysty's solution](#)

1650.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fysty's solution](#)

1651.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[Fysty's solution](#)

1652.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Fysty's solution](#)

1653.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Fysty's solution](#)

1654.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Fysty's solution](#)

1655.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Fysty's solution](#)

1656.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Fysty's solution](#)

1657.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Fysty's solution](#)

1658.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Fysty's solution](#)

1659.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,298 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Fysty's solution](#)

1660.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Fysty's solution](#)

1661.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Fysty's solution](#)

1662.

1624D

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

Quality: 19,078 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings

[Fysty's solution](#)

1663.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Fysty's solution](#)**1664.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Fysty's solution](#)**1665.**

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar

[Fysty's solution](#)**1666.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Fysty's solution](#)**1667.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,573 global accepts · Rating: 1400 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)**1668.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Fysty's solution](#)**1669.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Fysty's solution](#)**1670.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Fysty's solution](#)**1671.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Fysty's solution](#)**1672.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,728 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Fysty's solution](#)

1673.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,605 global accepts · Rating: 1400 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1674.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,169 global accepts · Rating: 1400 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Fysty's solution](#)

1675.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,100 global accepts · Rating: 1400 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Fysty's solution](#)

1676.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Fysty's solution](#)

1677.

1506D

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

Quality: 25,531 global accepts · Rating: 1400 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Fysty's solution](#)

1678.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,316 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Fysty's solution](#)

1679.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Fysty's solution](#)

1680.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,166 global accepts · Rating: 1400 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Fysty's solution](#)

1681.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[Fysty's solution](#)

1682.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

1683.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Fysty's solution](#)

1684.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

1685.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Fysty's solution](#)

1686.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Fysty's solution](#)

1687.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Fysty's solution](#)

1688.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Fysty's solution](#)

1689.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Fysty's solution](#)

1690.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

1691.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

1692.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Fysty's solution](#)

1693.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Fysty's solution](#)

1694.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

1695.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1696.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Fysty's solution](#)

1697.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Fysty's solution](#)

1698.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1400 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1699.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: implementation

[Fysty's solution](#)

1700.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Fysty's solution](#)

1701.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Fysty's solution](#)

1702.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,585 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Fysty's solution](#)

1703.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[Fysty's solution](#)

1704.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,871 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Fysty's solution](#)

1705.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,152 global accepts · Rating: 1400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1706.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,137 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Fysty's solution](#)

1707.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Fysty's solution](#)

1708.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,702 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Fysty's solution](#)

1709.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1710.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[Fysty's solution](#)

1711.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,120 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

1712.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Fysty's solution](#)

1713.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1714.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[Fysty's solution](#)

1715.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1716.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,452 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Fysty's solution](#)

1717.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1718.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Fysty's solution](#)

1719.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Fysty's solution](#)

1720.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

1721.

1215B

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

Quality: 18,346 global accepts · Rating: 1400 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Fysty's solution](#)

1722.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1723.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1724.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Fysty's solution](#)

1725.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,087 global accepts · Rating: 1400 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Fysty's solution](#)

1726.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Fysty's solution](#)

1727.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Fysty's solution](#)

1728.

415D

[Mashmikh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[Fysty's solution](#)

1729.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Fysty's solution](#)

1730.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Fysty's solution](#)

1731.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

1732.

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Fysty's solution](#)

1733.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Fysty's solution](#)

1734.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Fysty's solution](#)

1735.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

1736.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,805 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1737.

1167C

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

Quality: 25,996 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Fysty's solution](#)

1738.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Fysty's solution](#)

1739.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1400 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

1740.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Fysty's solution](#)

1741.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

1742.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Fysty's solution](#)

1743.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Fysty's solution](#)

1744.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

1745.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1746.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Fysty's solution](#)

1747.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,246 global accepts · Rating: 1400 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1748.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

1749.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

1750.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[Fysty's solution](#)

1751.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Fysty's solution](#)

1752.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,254 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[Fysty's solution](#)

1753.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,061 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory

[Fysty's solution](#)

1754.

2205C

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

Quality: 7,721 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1755.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,018 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[Fysty's solution](#)

1756.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,544 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Fysty's solution](#)

1757.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,217 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Fysty's solution](#)

1758.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,022 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Fysty's solution](#)

1759.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Fysty's solution](#)

1760.

2155C

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

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

1761.

2149E

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

Quality: 9,272 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Fysty's solution](#)

1762.

2146D1

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

Quality: 10,457 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Fysty's solution](#)

1763.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Fysty's solution](#)

1764.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,367 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Fysty's solution](#)

1765.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

1766.

2109C1

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

Quality: 11,418 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Fysty's solution](#)

1767.

2107C

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

Quality: 12,094 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Fysty's solution](#)

1768.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Fysty's solution](#)

1769.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,269 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Fysty's solution](#)

1770.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,438 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Fysty's solution](#)

1771.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[Fysty's solution](#)

1772.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Fysty's solution](#)

1773.

2070C

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

Quality: 13,824 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Fysty's solution](#)

1774.

2072E

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

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Fysty's solution](#)

1775.

2069C

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

Quality: 14,817 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Fysty's solution](#)

1776.

2060E

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

Quality: 12,248 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Fysty's solution](#)

1777.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Fysty's solution](#)

1778.

2053C

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

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Fysty's solution](#)

1779.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,639 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Fysty's solution](#)

1780.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,499 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Fysty's solution](#)

1781.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,627 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Fysty's solution](#)

1782.

2008E

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

Quality: 13,218 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Fysty's solution](#)

1783.

2003D1

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

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

[Fysty's solution](#)

1784.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Fysty's solution](#)

1785.

1999G1

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

Quality: 14,522 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Fysty's solution](#)

1786.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,958 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

1787.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Fysty's solution](#)

1788.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,601 global accepts · Rating: 1500 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Fysty's solution](#)

1789.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,568 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

1790.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Fysty's solution](#)

1791.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,013 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Fysty's solution](#)

1792.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[Fysty's solution](#)

1793.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[Fysty's solution](#)

1794.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Fysty's solution](#)

1795.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,845 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Fysty's solution](#)

1796.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,194 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

sortings

[Fysty's solution](#)

1797.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,684 global accepts · Rating: 1500 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fysty's solution](#)

1798.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,351 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Fysty's solution](#)

1799.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,462 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Fysty's solution](#)

1800.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,841 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1801.

1872E

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

Quality: 21,370 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Fysty's solution](#)

1802.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Fysty's solution](#)

1803.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Fysty's solution](#)

1804.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,473 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Fysty's solution](#)

1805.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fysty's solution](#)

1806.

1814C

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

Quality: 12,469 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

1807.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[Fysty's solution](#)

1808.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Fysty's solution](#)

1809.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Fysty's solution](#)

1810.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Fysty's solution](#)

1811.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Fysty's solution](#)

1812.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,755 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Fysty's solution](#)

1813.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Fysty's solution](#)

1814.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,783 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Fysty's solution](#)

1815.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[Fysty's solution](#)

1816.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Fysty's solution](#)

1817.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[Fysty's solution](#)

1818.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,649 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

1819.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Fysty's solution](#)

1820.

1690E

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

Quality: 16,986 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Fysty's solution](#)

1821.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Fysty's solution](#)

1822.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[Fysty's solution](#)

1823.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,052 global accepts · Rating: 1500 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Fysty's solution](#)

1824.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs

[Fysty's solution](#)

1825.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Fysty's solution](#)

1826.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Fysty's solution](#)

1827.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Fysty's solution](#)

1828.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Fysty's solution](#)

1829.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[Fysty's solution](#)

1830.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[Fysty's solution](#)

1831.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,655 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1832.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[Fysty's solution](#)

1833.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,351 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

1834.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Fysty's solution](#)

1835.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1836.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Fysty's solution](#)

1837.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[Fysty's solution](#)

1838.

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Fysty's solution](#)

1839.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Fysty's solution](#)

1840.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[Fysty's solution](#)

1841.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

1842.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,532 global accepts · Rating: 1500 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Fysty's solution](#)

1843.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Fysty's solution](#)

1844.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Fysty's solution](#)

1845.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Fysty's solution](#)

1846.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

1847.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,494 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Fysty's solution](#)

1848.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,476 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Fysty's solution](#)

1849.

1490F

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

Quality: 18,377 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Fysty's solution](#)

1850.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Fysty's solution](#)

1851.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Fysty's solution](#)

1852.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1853.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,630 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Fysty's solution](#)

1854.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Fysty's solution](#)

1855.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Fysty's solution](#)

1856.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

1857.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[Fysty's solution](#)

1858.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Fysty's solution](#)

1859.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,599 global accepts · Rating: 1500 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Fysty's solution](#)

1860.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,719 global accepts · Rating: 1500 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Fysty's solution](#)

1861.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Fysty's solution](#)

1862.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

1863.

1418C

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

Quality: 28,125 global accepts · Rating: 1500 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Fysty's solution](#)

1864.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Fysty's solution](#)

1865.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1866.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Fysty's solution](#)

1867.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1868.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Fysty's solution](#)

1869.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,653 global accepts · Rating: 1500 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Fysty's solution](#)

1870.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

1871.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

1872.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Fysty's solution](#)

1873.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

1874.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,463 global accepts · Rating: 1500 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1875.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,900 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Fysty's solution](#)

1876.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

1877.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2020-07-30 · last AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two

pointers

[Fysty's solution](#)

1878.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,562 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Fysty's solution](#)

1879.

1166C

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

Quality: 11,031 global accepts · Rating: 1500 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Fysty's solution](#)

1880.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1500 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Fysty's solution](#)

1881.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Fysty's solution](#)

1882.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Fysty's solution](#)

1883.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Fysty's solution](#)

1884.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

1885.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Fysty's solution](#)

1886.

1372C

[Omkar and Baseball](#) · [Tutorial](#)

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

1887.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Fysty's solution](#)

1888.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Fysty's solution](#)

1889.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1500 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Fysty's solution](#)

1890.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Fysty's solution](#)

1891.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Fysty's solution](#)

1892.

1368B

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

Quality: 21,419 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[Fysty's solution](#)

1893.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Fysty's solution](#)

1894.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,452 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[Fysty's solution](#)

1895.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[Fysty's solution](#)

1896.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory
[Fysty's solution](#)

1897.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Fysty's solution](#)

1898.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,610 global accepts · Rating: 1500 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[Fysty's solution](#)

1899.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Fysty's solution](#)

1900.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1901.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

1902.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,448 global accepts · Rating: 1500 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Fysty's solution](#)

1903.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

1904.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1500 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

1905.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Fysty's solution](#)

1906.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Fysty's solution](#)

1907.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Fysty's solution](#)

1908.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1909.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Fysty's solution](#)

1910.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

1911.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1500 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Fysty's solution](#)

1912.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Fysty's solution](#)

1913.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,154 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Fysty's solution](#)

1914.

415C

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

Rating: 1500 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Fysty's solution](#)

1915.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,691 global accepts · Rating: 1500 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[Fysty's solution](#)

1916.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Fysty's solution](#)

1917.

959C

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

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Fysty's solution](#)

1918.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[Fysty's solution](#)

1919.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[Fysty's solution](#)

1920.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Fysty's solution](#)

1921.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,969 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[Fysty's solution](#)

1922.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Fysty's solution](#)

1923.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1924.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

1925.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Fysty's solution](#)

1926.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Fysty's solution](#)

1927.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

1928.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

1929.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,301 global accepts · Rating: 1500 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Fysty's solution](#)

1930.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

1931.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Fysty's solution](#)

1932.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

1933.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Fysty's solution](#)

1934.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Fysty's solution](#)

1935.

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, constructive algorithms, greedy

[Fysty's solution](#)

1936.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

1937.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: games

[Fysty's solution](#)

1938.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

1939.

2182D

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

Quality: 8,947 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Fysty's solution](#)

1940.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, dp, dsu, greedy, implementation, trees

[Fysty's solution](#)

1941.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Fysty's solution](#)

1942.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Fysty's solution](#)

1943.

2094F

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

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

1944.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Fysty's solution](#)

1945.

2085C

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

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Fysty's solution](#)

1946.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[Fysty's solution](#)

1947.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Fysty's solution](#)

1948.

2065E

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

Quality: 11,970 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Fysty's solution](#)

1949.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Fysty's solution](#)

1950.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Fysty's solution](#)

1951.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,196 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Fysty's solution](#)

1952.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,953 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Fysty's solution](#)

1953.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

1954.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Fysty's solution](#)

1955.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Fysty's solution](#)

1956.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,978 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Fysty's solution](#)

1957.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Fysty's solution](#)

1958.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Fysty's solution](#)

1959.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Fysty's solution](#)

1960.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Fysty's solution](#)

1961.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,210 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Fysty's solution](#)

1962.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Fysty's solution](#)

1963.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Fysty's solution](#)

1964.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,465 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Fysty's solution](#)

1965.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

1966.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

1967.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Fysty's solution](#)

1968.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

1969.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

1970.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math
[Fysty's solution](#)

1971.

1920C

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

Quality: 19,914 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Fysty's solution](#)

1972.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Fysty's solution](#)

1973.

1886C

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

Quality: 16,595 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Fysty's solution](#)

1974.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Fysty's solution](#)

1975.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[Fysty's solution](#)

1976.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Fysty's solution](#)

1977.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[Fysty's solution](#)

1978.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,325 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[Fysty's solution](#)

1979.

1849C

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

Quality: 12,530 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[Fysty's solution](#)

1980.

1843E

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

Quality: 17,805 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Fysty's solution](#)**1981.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Fysty's solution](#)**1982.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,126 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[Fysty's solution](#)**1983.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,354 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Fysty's solution](#)**1984.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,929 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Fysty's solution](#)**1985.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Fysty's solution](#)**1986.**

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)**1987.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Fysty's solution](#)**1988.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)**1989.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Fysty's solution](#)

1990.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Fysty's solution](#)

1991.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

1992.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,123 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[Fysty's solution](#)

1993.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Fysty's solution](#)

1994.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Fysty's solution](#)

1995.

1775C

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

Quality: 14,205 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Fysty's solution](#)

1996.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Fysty's solution](#)

1997.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

1998.

1771C

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

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

1999.

1748C

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

Quality: 13,003 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Fysty's solution](#)

2000.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

2001.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,321 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Fysty's solution](#)

2002.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

2003.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Fysty's solution](#)

2004.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Fysty's solution](#)

2005.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Fysty's solution](#)

2006.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Fysty's solution](#)

2007.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Fysty's solution](#)

2008.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,471 global accepts · Rating: 1600 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Fysty's solution](#)

2009.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Fysty's solution](#)

2010.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Fysty's solution](#)

2011.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Fysty's solution](#)

2012.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[Fysty's solution](#)

2013.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Fysty's solution](#)

2014.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[Fysty's solution](#)

2015.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,003 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Fysty's solution](#)

2016.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,688 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

2017.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Fysty's solution](#)

2018.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Fysty's solution](#)

2019.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Fysty's solution](#)

2020.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[Fysty's solution](#)

2021.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Fysty's solution](#)

2022.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

2023.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Fysty's solution](#)

2024.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

2025.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

2026.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Fysty's solution](#)

2027.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Fysty's solution](#)

2028.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 1600 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing, implementation, strings

[Fysty's solution](#)

2029.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms

[Fysty's solution](#)

2030.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Fysty's solution](#)

2031.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Fysty's solution](#)

2032.

1555D

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

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Fysty's solution](#)

2033.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Fysty's solution](#)

2034.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

2035.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

2036.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Fysty's solution](#)

2037.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Fysty's solution](#)

2038.

1526C2

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

Quality: 29,724 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Fysty's solution](#)

2039.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Fysty's solution](#)

2040.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Fysty's solution](#)

2041.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[Fysty's solution](#)

2042.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[Fysty's solution](#)

2043.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Fysty's solution](#)

2044.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Fysty's solution](#)

2045.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory
[Fysty's solution](#)

2046.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[Fysty's solution](#)

2047.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[Fysty's solution](#)

2048.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[Fysty's solution](#)

2049.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,668 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[Fysty's solution](#)

2050.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Fysty's solution](#)

2051.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two

pointers

[Fysty's solution](#)

2052.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Fysty's solution](#)

2053.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Fysty's solution](#)

2054.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,157 global accepts · Rating: 1600 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[Fysty's solution](#)

2055.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

2056.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,373 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Fysty's solution](#)

2057.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Fysty's solution](#)

2058.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, math, number theory, two pointers

[Fysty's solution](#)

2059.

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

2060.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Fysty's solution](#)

2061.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Fysty's solution](#)

2062.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[Fysty's solution](#)

2063.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation
[Fysty's solution](#)

2064.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Fysty's solution](#)

2065.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,584 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[Fysty's solution](#)

2066.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Fysty's solution](#)

2067.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[Fysty's solution](#)

2068.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,343 global accepts · Rating: 1600 · first AC: 2020-07-29 · last AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[Fysty's solution](#)

2069.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,707 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Fysty's solution](#)

2070.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Fysty's solution](#)

2071.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Fysty's solution](#)

2072.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

2073.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Fysty's solution](#)

2074.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Fysty's solution](#)

2075.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Fysty's solution](#)

2076.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1600 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

2077.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Fysty's solution](#)

2078.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,777 global accepts · Rating: 1600 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Fysty's solution](#)

2079.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Fysty's solution](#)

2080.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Fysty's solution](#)

2081.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Fysty's solution](#)

2082.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

2083.

1255C

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

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

2084.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

2085.

1353D

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

Quality: 20,278 global accepts · Rating: 1600 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Fysty's solution](#)

2086.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Fysty's solution](#)

2087.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

2088.

1352G

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

Quality: 24,798 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

2089.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Fysty's solution](#)

2090.

1348C

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

Quality: 15,481 global accepts · Rating: 1600 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Fysty's solution](#)

2091.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

2092.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Fysty's solution](#)

2093.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Fysty's solution](#)

2094.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

2095.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

2096.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Fysty's solution](#)

2097.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,704 global accepts · Rating: 1600 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[Fysty's solution](#)

2098.

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Fysty's solution](#)

2099.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,686 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

2100.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Fysty's solution](#)

2101.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Fysty's solution](#)

2102.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1600 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Fysty's solution](#)

2103.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy,

implementation

[Fysty's solution](#)

2104.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Fysty's solution](#)

2105.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

2106.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Fysty's solution](#)

2107.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

2108.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Fysty's solution](#)

2109.

1238C

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

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Fysty's solution](#)

2110.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Fysty's solution](#)

2111.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

2112.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,916 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Fysty's solution](#)

2113.

2203D

[Divisibility Game](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[Fysty's solution](#)

2114.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1700 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Fysty's solution](#)**2115.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[Fysty's solution](#)**2116.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fysty's solution](#)**2117.**

2163B

[Sigá ta Kymata](#) · [Tutorial](#)

Quality: 9,129 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fysty's solution](#)**2118.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Fysty's solution](#)**2119.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Fysty's solution](#)**2120.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Fysty's solution](#)**2121.**

2123F

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

Quality: 9,758 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Fysty's solution](#)**2122.**

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Fysty's solution](#)**2123.**

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Fysty's solution](#)

2124.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Fysty's solution](#)

2125.

2109C2

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

Quality: 8,637 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Fysty's solution](#)

2126.

2104E

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

Quality: 8,089 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Fysty's solution](#)

2127.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,846 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[Fysty's solution](#)

2128.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Fysty's solution](#)

2129.

2089A

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

Quality: 7,191 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Fysty's solution](#)

2130.

2071C

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

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Fysty's solution](#)

2131.

2072F

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

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Fysty's solution](#)

2132.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Fysty's solution](#)

2133.

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Fysty's solution](#)

2134.

2065F

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

Quality: 7,091 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Fysty's solution](#)

2135.

2053D

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

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

[Fysty's solution](#)

2136.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[Fysty's solution](#)

2137.

2044G1

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

Quality: 7,315 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Fysty's solution](#)

2138.

2050F

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

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Fysty's solution](#)

2139.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Fysty's solution](#)

2140.

2031D

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

Quality: 9,675 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Fysty's solution](#)

2141.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Fysty's solution](#)

2142.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Fysty's solution](#)

2143.

2009F

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

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[Fysty's solution](#)

2144.

2006A

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

Quality: 9,365 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Fysty's solution](#)

2145.

1999G2

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

Quality: 11,021 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Fysty's solution](#)

2146.

1995B2

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

Quality: 10,149 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

[Fysty's solution](#)

2147.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Fysty's solution](#)

2148.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Fysty's solution](#)

2149.

1982D

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

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Fysty's solution](#)

2150.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[Fysty's solution](#)

2151.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,259 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Fysty's solution](#)

2152.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Fysty's solution](#)

2153.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Fysty's solution](#)

2154.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,486 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[Fysty's solution](#)

2155.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Fysty's solution](#)

2156.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Fysty's solution](#)

2157.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[Fysty's solution](#)

2158.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Fysty's solution](#)

2159.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Fysty's solution](#)

2160.

1936A

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

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

[Fysty's solution](#)

2161.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Fysty's solution](#)

2162.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,006 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Fysty's solution](#)

2163.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,591 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Fysty's solution](#)

2164.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Fysty's solution](#)

2165.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Fysty's solution](#)

2166.

1889B

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

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

[Fysty's solution](#)

2167.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Fysty's solution](#)

2168.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Fysty's solution](#)

2169.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Fysty's solution](#)

2170.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Fysty's solution](#)

2171.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Fysty's solution](#)

2172.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Fysty's solution](#)

2173.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Fysty's solution](#)

2174.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[Fysty's solution](#)

2175.

1822F

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

Quality: 7,653 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[Fysty's solution](#)

2176.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[Fysty's solution](#)

2177.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Fysty's solution](#)

2178.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation
[Fysty's solution](#)

2179.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
[Fysty's solution](#)

2180.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, number theory
[Fysty's solution](#)

2181.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Fysty's solution](#)

2182.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[Fysty's solution](#)

2183.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,038 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Fysty's solution](#)

2184.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Fysty's solution](#)

2185.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Fysty's solution](#)

2186.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Fysty's solution](#)

2187.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Fysty's solution](#)

2188.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Fysty's solution](#)

2189.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,133 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Fysty's solution](#)

2190.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[Fysty's solution](#)

2191.

1760G

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

Quality: 10,312 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Fysty's solution](#)

2192.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Fysty's solution](#)

2193.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Fysty's solution](#)**2194.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Fysty's solution](#)**2195.**

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Fysty's solution](#)**2196.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Fysty's solution](#)**2197.**

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Fysty's solution](#)**2198.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Fysty's solution](#)**2199.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Fysty's solution](#)**2200.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Fysty's solution](#)**2201.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Fysty's solution](#)**2202.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,880 global accepts · Rating: 1700 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[Fysty's solution](#)

2203.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Fysty's solution](#)

2204.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

2205.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Fysty's solution](#)

2206.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Fysty's solution](#)

2207.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Fysty's solution](#)

2208.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

2209.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,876 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Fysty's solution](#)

2210.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

2211.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Fysty's solution](#)

2212.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Fysty's solution](#)

2213.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math
[Fysty's solution](#)

2214.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[Fysty's solution](#)

2215.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,789 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Fysty's solution](#)

2216.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[Fysty's solution](#)

2217.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[Fysty's solution](#)

2218.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[Fysty's solution](#)

2219.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[Fysty's solution](#)

2220.

1594D

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

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[Fysty's solution](#)

2221.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[Fysty's solution](#)

2222.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Fysty's solution](#)

2223.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Fysty's solution](#)

2224.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Fysty's solution](#)

2225.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Fysty's solution](#)

2226.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Fysty's solution](#)

2227.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[Fysty's solution](#)

2228.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, interactive

[Fysty's solution](#)

2229.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Fysty's solution](#)

2230.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Fysty's solution](#)

2231.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Fysty's solution](#)

2232.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

2233.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[Fysty's solution](#)

2234.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Fysty's solution](#)

2235.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Fysty's solution](#)

2236.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Fysty's solution](#)

2237.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Fysty's solution](#)

2238.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Fysty's solution](#)

2239.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

2240.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

2241.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Fysty's solution](#)

2242.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[Fysty's solution](#)

2243.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Fysty's solution](#)

2244.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Fysty's solution](#)

2245.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Fysty's solution](#)

2246.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Fysty's solution](#)

2247.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Fysty's solution](#)

2248.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[Fysty's solution](#)

2249.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Fysty's solution](#)

2250.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Fysty's solution](#)

2251.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,850 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Fysty's solution](#)

2252.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Fysty's solution](#)

2253.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Fysty's solution](#)

2254.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,364 global accepts · Rating: 1700 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Fysty's solution](#)

2255.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

2256.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[Fysty's solution](#)

2257.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Fysty's solution](#)

2258.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Fysty's solution](#)

2259.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

2260.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

2261.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Fysty's solution](#)

2262.

1406C

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

Quality: 11,777 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Fysty's solution](#)

2263.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,696 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

2264.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

2265.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Fysty's solution](#)

2266.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,360 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Fysty's solution](#)

2267.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 1700 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Fysty's solution](#)

2268.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Fysty's solution](#)

2269.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Fysty's solution](#)

2270.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1700 · first AC: 2020-07-30 · last AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Fysty's solution](#)

2271.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Fysty's solution](#)

2272.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Fysty's solution](#)

2273.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Fysty's solution](#)

2274.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Fysty's solution](#)

2275.

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[Fysty's solution](#)

2276.

1321D

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

Rating: 1700 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Fysty's solution](#)

2277.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Fysty's solution](#)

2278.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[Fysty's solution](#)

2279.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Fysty's solution](#)

2280.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Fysty's solution](#)

2281.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Fysty's solution](#)

2282.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,920 global accepts · Rating: 1700 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[Fysty's solution](#)

2283.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Fysty's solution](#)

2284.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

2285.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Fysty's solution](#)

2286.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,816 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Fysty's solution](#)

2287.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Fysty's solution](#)

2288.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

2289.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

2290.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Fysty's solution](#)

2291.

977F

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

Quality: 25,124 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Fysty's solution](#)

2292.

1249E

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

Quality: 10,998 global accepts · Rating: 1700 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[Fysty's solution](#)

2293.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fysty's solution](#)

2294.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Fysty's solution](#)

2295.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, hashing, strings

[Fysty's solution](#)

2296.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Fysty's solution](#)

2297.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Fysty's solution](#)

2298.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Fysty's solution](#)

2299.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Fysty's solution](#)

2300.

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Fysty's solution](#)

2301.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Fysty's solution](#)

2302.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Fysty's solution](#)

2303.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Fysty's solution](#)

2304.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

2305.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,884 global accepts · Rating: 1700 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Fysty's solution](#)

2306.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

2307.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fysty's solution](#)

2308.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Fysty's solution](#)

2309.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Fysty's solution](#)

2310.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Fysty's solution](#)

2311.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Fysty's solution](#)

2312.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

2313.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

2314.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

2315.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

2316.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

2317.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Fysty's solution](#)

2318.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Fysty's solution](#)

2319.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[Fysty's solution](#)

2320.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Fysty's solution](#)

2321.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Fysty's solution](#)

2322.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,306 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[Fysty's solution](#)

2323.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[Fysty's solution](#)

2324.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Fysty's solution](#)

2325.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[Fysty's solution](#)

2326.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

2327.

2145D

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

Quality: 6,660 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Fysty's solution](#)

2328.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,864 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Fysty's solution](#)

2329.

2143D1

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

Quality: 6,393 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Fysty's solution](#)

2330.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Fysty's solution](#)

2331.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,594 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

2332.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math

[Fysty's solution](#)

2333.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, brute force

[Fysty's solution](#)

2334.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Fysty's solution](#)

2335.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Fysty's solution](#)

2336.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

2337.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Fysty's solution](#)

2338.

2093F

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

Quality: 5,882 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[Fysty's solution](#)

2339.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Fysty's solution](#)

2340.

2091F

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

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[Fysty's solution](#)

2341.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Fysty's solution](#)

2342.

2071D1

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

Quality: 6,692 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Fysty's solution](#)

2343.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Fysty's solution](#)

2344.

2043D

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

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Fysty's solution](#)

2345.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Fysty's solution](#)

2346.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Fysty's solution](#)

2347.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Fysty's solution](#)

2348.

2035D

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

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

[Fysty's solution](#)

2349.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

2350.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,877 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Fysty's solution](#)

2351.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Fysty's solution](#)

2352.

2014E

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

Quality: 8,723 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Fysty's solution](#)

2353.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Fysty's solution](#)

2354.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Fysty's solution](#)

2355.

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

[Fysty's solution](#)

2356.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Fysty's solution](#)

2357.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Fysty's solution](#)

2358.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Fysty's solution](#)

2359.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,317 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Fysty's solution](#)

2360.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,927 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Fysty's solution](#)

2361.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Fysty's solution](#)

2362.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Fysty's solution](#)

2363.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[Fysty's solution](#)

2364.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Fysty's solution](#)

2365.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Fysty's solution](#)

2366.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Fysty's solution](#)

2367.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Fysty's solution](#)

2368.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Fysty's solution](#)

2369.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,714 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Fysty's solution](#)

2370.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Fysty's solution](#)

2371.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

2372.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Fysty's solution](#)

2373.

1872F

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

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Fysty's solution](#)

2374.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

2375.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Fysty's solution](#)

2376.

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Fysty's solution](#)

2377.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,167 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

2378.

1846F

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

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Fysty's solution](#)

2379.

1846E2

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

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[Fysty's solution](#)

2380.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Fysty's solution](#)

2381.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,346 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Fysty's solution](#)

2382.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Fysty's solution](#)

2383.

1833G

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

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Fysty's solution](#)

2384.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 8,997 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Fysty's solution](#)

2385.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[Fysty's solution](#)

2386.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Fysty's solution](#)

2387.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Fysty's solution](#)

2388.

1780D

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

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Fysty's solution](#)

2389.

1782D

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

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

[Fysty's solution](#)

2390.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Fysty's solution](#)

2391.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Fysty's solution](#)

2392.

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Fysty's solution](#)

2393.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Fysty's solution](#)

2394.

1732C1

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

Quality: 7,569 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Fysty's solution](#)

2395.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

2396.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Fysty's solution](#)

2397.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Fysty's solution](#)

2398.

1675F

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

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Fysty's solution](#)

2399.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Fysty's solution](#)

2400.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Fysty's solution](#)

2401.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[Fysty's solution](#)

2402.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,460 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Fysty's solution](#)

2403.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Fysty's solution](#)

2404.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Fysty's solution](#)

2405.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Fysty's solution](#)

2406.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Fysty's solution](#)

2407.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Fysty's solution](#)

2408.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[Fysty's solution](#)

2409.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Fysty's solution](#)

2410.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Fysty's solution](#)

2411.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

2412.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Fysty's solution](#)

2413.

1560E

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

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[Fysty's solution](#)

2414.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,559 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Fysty's solution](#)

2415.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Fysty's solution](#)

2416.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Fysty's solution](#)

2417.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Fysty's solution](#)

2418.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Fysty's solution](#)

2419.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Fysty's solution](#)

2420.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[Fysty's solution](#)

2421.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[Fysty's solution](#)

2422.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

2423.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Fysty's solution](#)

2424.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Fysty's solution](#)

2425.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Fysty's solution](#)

2426.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Fysty's solution](#)

2427.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Fysty's solution](#)

2428.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Fysty's solution](#)

2429.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,537 global accepts · Rating: 1800 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Fysty's solution](#)

2430.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Fysty's solution](#)

2431.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Fysty's solution](#)

2432.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Fysty's solution](#)

2433.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Fysty's solution](#)

2434.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Fysty's solution](#)

2435.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Fysty's solution](#)

2436.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Fysty's solution](#)

2437.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Fysty's solution](#)

2438.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

2439.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Fysty's solution](#)

2440.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Fysty's solution](#)

2441.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Fysty's solution](#)

2442.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Fysty's solution](#)

2443.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Fysty's solution](#)

2444.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[Fysty's solution](#)

2445.

1398D

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

Quality: 12,540 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Fysty's solution](#)

2446.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Fysty's solution](#)

2447.

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[Fysty's solution](#)

2448.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

2449.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[Fysty's solution](#)

2450.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2020-07-30 · last AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Fysty's solution](#)

2451.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fysty's solution](#)

2452.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Fysty's solution](#)

2453.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

2454.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Fysty's solution](#)

2455.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,808 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Fysty's solution](#)

2456.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,327 global accepts · Rating: 1800 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

2457.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Fysty's solution](#)

2458.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Fysty's solution](#)

2459.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Fysty's solution](#)

2460.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Fysty's solution](#)

2461.

1339D

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

Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[Fysty's solution](#)

2462.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Fysty's solution](#)

2463.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

2464.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Fysty's solution](#)

2465.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

2466.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Fysty's solution](#)

2467.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fysty's solution](#)

2468.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Fysty's solution](#)

2469.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Fysty's solution](#)

2470.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Fysty's solution](#)

2471.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Fysty's solution](#)

2472.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,214 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

2473.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

2474.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

2475.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,884 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Fysty's solution](#)

2476.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Fysty's solution](#)

2477.

2184G

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

Quality: 2,964 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Fysty's solution](#)

2478.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fysty's solution](#)

2479.

2173D

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

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Fysty's solution](#)

2480.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[Fysty's solution](#)

2481.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Fysty's solution](#)

2482.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Fysty's solution](#)

2483.

2148G

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

Quality: 4,191 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[Fysty's solution](#)

2484.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Fysty's solution](#)

2485.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[Fysty's solution](#)

2486.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Fysty's solution](#)

2487.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Fysty's solution](#)

2488.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,421 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[Fysty's solution](#)

2489.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[Fysty's solution](#)

2490.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Fysty's solution](#)

2491.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Fysty's solution](#)

2492.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Fysty's solution](#)

2493.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

2494.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Fysty's solution](#)

2495.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Fysty's solution](#)

2496.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1900 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[Fysty's solution](#)

2497.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,563 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Fysty's solution](#)

2498.

2053E

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

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Fysty's solution](#)

2499.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[Fysty's solution](#)

2500.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Fysty's solution](#)

2501.

2044G2

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

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Fysty's solution](#)

2502.

2044F

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

Quality: 6,042 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Fysty's solution](#)

2503.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Fysty's solution](#)

2504.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Fysty's solution](#)

2505.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Fysty's solution](#)

2506.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Fysty's solution](#)

2507.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Fysty's solution](#)

2508.

2021C2

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

Quality: 4,510 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Fysty's solution](#)

2509.

2014H

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

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Fysty's solution](#)

2510.

2013D

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

Quality: 7,469 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Fysty's solution](#)

2511.

2009G1

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

Quality: 5,367 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Fysty's solution](#)

2512.

2001D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Fysty's solution](#)

2513.

2000F

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

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Fysty's solution](#)

2514.

2002D1

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

Quality: 5,088 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Fysty's solution](#)

2515.

1998C

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

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Fysty's solution](#)

2516.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Fysty's solution](#)

2517.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Fysty's solution](#)

2518.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Fysty's solution](#)

2519.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,409 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Fysty's solution](#)

2520.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Fysty's solution](#)

2521.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Fysty's solution](#)

2522.

1980F1

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

Quality: 4,389 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Fysty's solution](#)

2523.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Fysty's solution](#)

2524.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Fysty's solution](#)

2525.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,297 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Fysty's solution](#)

2526.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[Fysty's solution](#)

2527.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math
[Fysty's solution](#)

2528.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,075 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
[Fysty's solution](#)

2529.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[Fysty's solution](#)

2530.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Fysty's solution](#)

2531.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees
[Fysty's solution](#)

2532.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,757 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[Fysty's solution](#)

2533.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
[Fysty's solution](#)

2534.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,386 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[Fysty's solution](#)

2535.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[Fysty's solution](#)

2536.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Fysty's solution](#)

2537.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Fysty's solution](#)

2538.

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Fysty's solution](#)

2539.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 1900 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Fysty's solution](#)

2540.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Fysty's solution](#)

2541.

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Fysty's solution](#)

2542.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

2543.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Fysty's solution](#)

2544.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,663 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Fysty's solution](#)

2545.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Fysty's solution](#)

2546.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Fysty's solution](#)

2547.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Fysty's solution](#)

2548.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Fysty's solution](#)

2549.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Fysty's solution](#)

2550.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Fysty's solution](#)

2551.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Fysty's solution](#)

2552.

1801C

[Music Festival](#) · [Tutorial](#)

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

[Fysty's solution](#)

2553.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Fysty's solution](#)

2554.

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Fysty's solution](#)

2555.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fysty's solution](#)

2556.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Fysty's solution](#)

2557.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Fysty's solution](#)

2558.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Fysty's solution](#)

2559.

1773K

[King's Puzzle](#) · [Tutorial](#)

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

[Fysty's solution](#)

2560.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Fysty's solution](#)

2561.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

2562.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1900 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Fysty's solution](#)

2563.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Fysty's solution](#)

2564.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Fysty's solution](#)

2565.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Fysty's solution](#)

2566.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures

[Fysty's solution](#)

2567.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

2568.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Fysty's solution](#)

2569.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Fysty's solution](#)

2570.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Fysty's solution](#)

2571.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Fysty's solution](#)

2572.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[Fysty's solution](#)

2573.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Fysty's solution](#)

2574.

1679D

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

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Fysty's solution](#)

2575.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Fysty's solution](#)

2576.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Fysty's solution](#)

2577.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

2578.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Fysty's solution](#)

2579.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Fysty's solution](#)

2580.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, strings

[Fysty's solution](#)

2581.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Fysty's solution](#)

2582.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Fysty's solution](#)

2583.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Fysty's solution](#)

2584.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Fysty's solution](#)

2585.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Fysty's solution](#)

2586.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Fysty's solution](#)

2587.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Fysty's solution](#)

2588.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Fysty's solution](#)

2589.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,502 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Fysty's solution](#)

2590.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, two pointers

[Fysty's solution](#)

2591.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

2592.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

2593.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Fysty's solution](#)

2594.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Fysty's solution](#)

2595.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs,

implementation

[Fysty's solution](#)

2596.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Fysty's solution](#)

2597.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Fysty's solution](#)

2598.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[Fysty's solution](#)

2599.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[Fysty's solution](#)

2600.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,448 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Fysty's solution](#)

2601.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Fysty's solution](#)

2602.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

2603.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,949 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Fysty's solution](#)

2604.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Fysty's solution](#)

2605.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Fysty's solution](#)

2606.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,814 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Fysty's solution](#)

2607.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Fysty's solution](#)

2608.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Fysty's solution](#)

2609.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Fysty's solution](#)

2610.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Fysty's solution](#)

2611.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,185 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[Fysty's solution](#)

2612.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Fysty's solution](#)

2613.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Fysty's solution](#)

2614.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[Fysty's solution](#)

2615.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Fysty's solution](#)

2616.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

2617.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Fysty's solution](#)

2618.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[Fysty's solution](#)

2619.

1305D

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

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Fysty's solution](#)

2620.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Fysty's solution](#)

2621.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Fysty's solution](#)

2622.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Fysty's solution](#)

2623.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Fysty's solution](#)

2624.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,381 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Fysty's solution](#)

2625.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[Fysty's solution](#)

2626.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Fysty's solution](#)

2627.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Fysty's solution](#)

2628.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,063 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Fysty's solution](#)

2629.

1068D

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

Rating: 1900 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Fysty's solution](#)

2630.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Fysty's solution](#)

2631.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Fysty's solution](#)

2632.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[Fysty's solution](#)

2633.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Fysty's solution](#)

2634.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Fysty's solution](#)

2635.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,167 global accepts · Rating: 1900 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Fysty's solution](#)

2636.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Fysty's solution](#)

2637.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Fysty's solution](#)

2638.

1371E1

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

Quality: 5,527 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Fysty's solution](#)

2639.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Fysty's solution](#)

2640.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

2641.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,840 global accepts · Rating: 1900 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Fysty's solution](#)

2642.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Fysty's solution](#)

2643.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Fysty's solution](#)

2644.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Fysty's solution](#)

2645.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Fysty's solution](#)

2646.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Fysty's solution](#)

2647.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[Fysty's solution](#)

2648.

1358D

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

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Fysty's solution](#)

2649.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

2650.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Fysty's solution](#)

2651.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Fysty's solution](#)

2652.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Fysty's solution](#)

2653.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Fysty's solution](#)

2654.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Fysty's solution](#)

2655.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Fysty's solution](#)

2656.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Fysty's solution](#)

2657.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Fysty's solution](#)

2658.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,066 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Fysty's solution](#)

2659.

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, math

[Fysty's solution](#)

2660.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings

[Fysty's solution](#)

2661.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Fysty's solution](#)

2662.

2178E

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

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Fysty's solution](#)

2663.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[Fysty's solution](#)

2664.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Fysty's solution](#)

2665.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Fysty's solution](#)

2666.

2171E

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

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Fysty's solution](#)

2667.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Fysty's solution](#)

2668.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Fysty's solution](#)

2669.

2146D2

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

Quality: 4,034 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Fysty's solution](#)

2670.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

2671.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Fysty's solution](#)

2672.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Fysty's solution](#)

2673.

2126F

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

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[Fysty's solution](#)

2674.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Fysty's solution](#)

2675.

2103D

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

Quality: 3,982 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Fysty's solution](#)

2676.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,307 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[Fysty's solution](#)

2677.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Fysty's solution](#)

2678.

2074F

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

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Fysty's solution](#)

2679.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fysty's solution](#)

2680.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

2681.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Fysty's solution](#)

2682.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Fysty's solution](#)

2683.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Fysty's solution](#)

2684.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Fysty's solution](#)

2685.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Fysty's solution](#)

2686.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[Fysty's solution](#)

2687.

2048E

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

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

2688.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search
[Fysty's solution](#)

2689.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[Fysty's solution](#)

2690.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Fysty's solution](#)

2691.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[Fysty's solution](#)

2692.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
[Fysty's solution](#)

2693.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Fysty's solution](#)

2694.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,604 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Fysty's solution](#)

2695.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,879 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[Fysty's solution](#)

2696.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,797 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Fysty's solution](#)

2697.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Fysty's solution](#)

2698.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Fysty's solution](#)

2699.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Fysty's solution](#)

2700.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Fysty's solution](#)

2701.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Fysty's solution](#)

2702.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Fysty's solution](#)

2703.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Fysty's solution](#)

2704.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Fysty's solution](#)

2705.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Fysty's solution](#)

2706.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,775 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[Fysty's solution](#)

2707.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
[Fysty's solution](#)

2708.

1872G

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

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Fysty's solution](#)

2709.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings
[Fysty's solution](#)

2710.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,484 global accepts · Rating: 2000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[Fysty's solution](#)

2711.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[Fysty's solution](#)

2712.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[Fysty's solution](#)

2713.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[Fysty's solution](#)

2714.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[Fysty's solution](#)

2715.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[Fysty's solution](#)

2716.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Fysty's solution](#)

2717.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Fysty's solution](#)

2718.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Fysty's solution](#)

2719.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Fysty's solution](#)

2720.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[Fysty's solution](#)

2721.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

2722.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Fysty's solution](#)

2723.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[Fysty's solution](#)

2724.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Fysty's solution](#)

2725.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Fysty's solution](#)

2726.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Fysty's solution](#)

2727.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Fysty's solution](#)

2728.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Fysty's solution](#)

2729.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Fysty's solution](#)

2730.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Fysty's solution](#)

2731.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Fysty's solution](#)

2732.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Fysty's solution](#)

2733.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Fysty's solution](#)

2734.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Fysty's solution](#)

2735.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: games

[Fysty's solution](#)

2736.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Fysty's solution](#)

2737.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Fysty's solution](#)

2738.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Fysty's solution](#)

2739.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Fysty's solution](#)

2740.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Fysty's solution](#)

2741.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · last AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Fysty's solution](#)

2742.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Fysty's solution](#)

2743.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Fysty's solution](#)

2744.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Fysty's solution](#)

2745.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[Fysty's solution](#)

2746.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Fysty's solution](#)

2747.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Fysty's solution](#)

2748.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Fysty's solution](#)

2749.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Fysty's solution](#)

2750.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Fysty's solution](#)

2751.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Fysty's solution](#)

2752.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Fysty's solution](#)

2753.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Fysty's solution](#)

2754.

1582E

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

Quality: 4,214 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Fysty's solution](#)

2755.

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, probabilities

[Fysty's solution](#)

2756.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Fysty's solution](#)

2757.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fysty's solution](#)

2758.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Fysty's solution](#)

2759.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Fysty's solution](#)

2760.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

2761.

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: 2000 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, trees

[Fysty's solution](#)

2762.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Fysty's solution](#)

2763.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Fysty's solution](#)

2764.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[Fysty's solution](#)

2765.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[Fysty's solution](#)

2766.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Fysty's solution](#)

2767.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Fysty's solution](#)

2768.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Fysty's solution](#)

2769.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[Fysty's solution](#)

2770.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Fysty's solution](#)

2771.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Fysty's solution](#)

2772.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Fysty's solution](#)

2773.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[Fysty's solution](#)

2774.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Fysty's solution](#)

2775.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Fysty's solution](#)

2776.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Fysty's solution](#)

2777.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Fysty's solution](#)

2778.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Fysty's solution](#)

2779.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Fysty's solution](#)

2780.

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Fysty's solution](#)

2781.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Fysty's solution](#)

2782.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Fysty's solution](#)

2783.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-12-15 · last AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Fysty's solution](#)

2784.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Fysty's solution](#)

2785.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,614 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Fysty's solution](#)

2786.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Fysty's solution](#)

2787.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Fysty's solution](#)

2788.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Fysty's solution](#)

2789.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Fysty's solution](#)

2790.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

2791.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Fysty's solution](#)

2792.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Fysty's solution](#)

2793.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Fysty's solution](#)

2794.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Fysty's solution](#)

2795.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Fysty's solution](#)

2796.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Fysty's solution](#)

2797.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Fysty's solution](#)

2798.

1370D

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

Quality: 10,926 global accepts · Rating: 2000 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Fysty's solution](#)

2799.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,345 global accepts · Rating: 2000 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

2800.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy

[Fysty's solution](#)

2801.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Fysty's solution](#)

2802.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Fysty's solution](#)

2803.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Fysty's solution](#)

2804.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Fysty's solution](#)

2805.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[Fysty's solution](#)

2806.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Fysty's solution](#)

2807.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Fysty's solution](#)

2808.

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[Fysty's solution](#)

2809.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

2810.

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Fysty's solution](#)

2811.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Fysty's solution](#)

2812.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Fysty's solution](#)

2813.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

2814.

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, binary search, greedy

[Fysty's solution](#)

2815.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,570 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Fysty's solution](#)

2816.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,077 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graph matchings, graphs, greedy, strings

[Fysty's solution](#)

2817.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Fysty's solution](#)

2818.

2163D1

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

Quality: 2,728 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Fysty's solution](#)

2819.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Fysty's solution](#)

2820.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Fysty's solution](#)

2821.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Fysty's solution](#)

2822.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, dp, greedy

[Fysty's solution](#)

2823.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Fysty's solution](#)

2824.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · last AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Fysty's solution](#)

2825.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Fysty's solution](#)

2826.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,842 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Fysty's solution](#)

2827.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Fysty's solution](#)

2828.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Fysty's solution](#)

2829.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Fysty's solution](#)

2830.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[Fysty's solution](#)

2831.

2044H

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

Quality: 2,583 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Fysty's solution](#)

2832.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Fysty's solution](#)

2833.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Fysty's solution](#)

2834.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Fysty's solution](#)

2835.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Fysty's solution](#)

2836.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Fysty's solution](#)

2837.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Fysty's solution](#)

2838.

2004E

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

Quality: 5,070 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Fysty's solution](#)

2839.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,130 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Fysty's solution](#)

2840.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Fysty's solution](#)

2841.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2100 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Fysty's solution](#)

2842.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Fysty's solution](#)

2843.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

2844.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Fysty's solution](#)

2845.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Fysty's solution](#)

2846.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Fysty's solution](#)

2847.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

2848.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Fysty's solution](#)

2849.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Fysty's solution](#)

2850.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Fysty's solution](#)

2851.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Fysty's solution](#)

2852.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Fysty's solution](#)

2853.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Fysty's solution](#)

2854.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[Fysty's solution](#)

2855.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Fysty's solution](#)

2856.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Fysty's solution](#)

2857.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

2858.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Fysty's solution](#)

2859.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Fysty's solution](#)

2860.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Fysty's solution](#)

2861.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Fysty's solution](#)

2862.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Fysty's solution](#)

2863.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Fysty's solution](#)

2864.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Fysty's solution](#)

2865.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Fysty's solution](#)

2866.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fysty's solution](#)

2867.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Fysty's solution](#)

2868.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Fysty's solution](#)

2869.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Fysty's solution](#)

2870.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Fysty's solution](#)

2871.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Fysty's solution](#)

2872.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Fysty's solution](#)

2873.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Fysty's solution](#)

2874.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[Fysty's solution](#)

2875.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Fysty's solution](#)

2876.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math
[Fysty's solution](#)

2877.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
[Fysty's solution](#)

2878.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Fysty's solution](#)

2879.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
[Fysty's solution](#)

2880.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
[Fysty's solution](#)

2881.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Fysty's solution](#)

2882.

1600D

[Hidden Fortress](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, interactive
[Fysty's solution](#)

2883.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle
[Fysty's solution](#)

2884.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math
[Fysty's solution](#)

2885.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[Fysty's solution](#)

2886.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Fysty's solution](#)

2887.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Fysty's solution](#)

2888.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Fysty's solution](#)

2889.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Fysty's solution](#)

2890.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[Fysty's solution](#)

2891.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Fysty's solution](#)

2892.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Fysty's solution](#)

2893.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fysty's solution](#)

2894.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Fysty's solution](#)

2895.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Fysty's solution](#)

2896.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Fysty's solution](#)

2897.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Fysty's solution](#)

2898.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Fysty's solution](#)

2899.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Fysty's solution](#)

2900.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Fysty's solution](#)

2901.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Fysty's solution](#)

2902.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Fysty's solution](#)

2903.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Fysty's solution](#)

2904.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Fysty's solution](#)

2905.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Fysty's solution](#)

2906.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

2907.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Fysty's solution](#)

2908.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Fysty's solution](#)

2909.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Fysty's solution](#)

2910.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Fysty's solution](#)

2911.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,746 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Fysty's solution](#)

2912.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Fysty's solution](#)

2913.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry

[Fysty's solution](#)

2914.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Fysty's solution](#)

2915.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Fysty's solution](#)

2916.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees

[Fysty's solution](#)

2917.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Fysty's solution](#)

2918.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Fysty's solution](#)

2919.

1075E

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Fysty's solution](#)

2920.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2020-07-30 · last AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Fysty's solution](#)

2921.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Fysty's solution](#)

2922.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[Fysty's solution](#)

2923.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2100 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Fysty's solution](#)

2924.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Fysty's solution](#)

2925.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Fysty's solution](#)

2926.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Fysty's solution](#)

2927.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Fysty's solution](#)

2928.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Fysty's solution](#)

2929.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[Fysty's solution](#)

2930.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Fysty's solution](#)

2931.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Fysty's solution](#)

2932.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

2933.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Fysty's solution](#)

2934.

2200G

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Fysty's solution](#)

2935.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Fysty's solution](#)

2936.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Fysty's solution](#)

2937.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Fysty's solution](#)

2938.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Fysty's solution](#)

2939.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[Fysty's solution](#)

2940.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,535 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Fysty's solution](#)

2941.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Fysty's solution](#)

2942.

2143D2

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

Quality: 2,769 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Fysty's solution](#)

2943.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Fysty's solution](#)

2944.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Fysty's solution](#)

2945.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Fysty's solution](#)

2946.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[Fysty's solution](#)

2947.

2140E1

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

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Fysty's solution](#)

2948.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Fysty's solution](#)

2949.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Fysty's solution](#)

2950.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Fysty's solution](#)

2951.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Fysty's solution](#)

2952.

2108D

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

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[Fysty's solution](#)

2953.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Fysty's solution](#)

2954.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Fysty's solution](#)

2955.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Fysty's solution](#)

2956.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

2957.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Fysty's solution](#)

2958.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Fysty's solution](#)

2959.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Fysty's solution](#)

2960.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Fysty's solution](#)

2961.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Fysty's solution](#)

2962.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fysty's solution](#)

2963.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Fysty's solution](#)

2964.

2060F

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

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

[Fysty's solution](#)

2965.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,665 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Fysty's solution](#)

2966.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Fysty's solution](#)

2967.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Fysty's solution](#)

2968.

2033G

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

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Fysty's solution](#)

2969.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Fysty's solution](#)

2970.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,360 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Fysty's solution](#)

2971.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Fysty's solution](#)

2972.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Fysty's solution](#)

2973.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Fysty's solution](#)

2974.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Fysty's solution](#)

2975.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Fysty's solution](#)

2976.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Fysty's solution](#)

2977.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Fysty's solution](#)

2978.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Fysty's solution](#)

2979.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Fysty's solution](#)

2980.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Fysty's solution](#)

2981.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Fysty's solution](#)

2982.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Fysty's solution](#)

2983.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

2984.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Fysty's solution](#)

2985.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

2986.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Fysty's solution](#)

2987.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Fysty's solution](#)

2988.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Fysty's solution](#)

2989.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Fysty's solution](#)

2990.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Fysty's solution](#)

2991.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Fysty's solution](#)

2992.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Fysty's solution](#)

2993.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Fysty's solution](#)

2994.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Fysty's solution](#)

2995.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Fysty's solution](#)

2996.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Fysty's solution](#)

2997.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[Fysty's solution](#)

2998.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Fysty's solution](#)

2999.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Fysty's solution](#)

3000.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Fysty's solution](#)

3001.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

3002.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Fysty's solution](#)

3003.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Fysty's solution](#)

3004.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[Fysty's solution](#)

3005.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Fysty's solution](#)

3006.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp
[Fysty's solution](#)

3007.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[Fysty's solution](#)

3008.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory
[Fysty's solution](#)

3009.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[Fysty's solution](#)

3010.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
[Fysty's solution](#)

3011.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
[Fysty's solution](#)

3012.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[Fysty's solution](#)

3013.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[Fysty's solution](#)

3014.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
[Fysty's solution](#)

3015.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Fysty's solution](#)

3016.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Fysty's solution](#)

3017.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Fysty's solution](#)

3018.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Fysty's solution](#)

3019.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

[Fysty's solution](#)

3020.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Fysty's solution](#)

3021.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Fysty's solution](#)

3022.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[Fysty's solution](#)

3023.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Fysty's solution](#)

3024.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[Fysty's solution](#)

3025.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Fysty's solution](#)

3026.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Fysty's solution](#)

3027.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Fysty's solution](#)

3028.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Fysty's solution](#)

3029.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

3030.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Fysty's solution](#)

3031.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Fysty's solution](#)

3032.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Fysty's solution](#)

3033.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Fysty's solution](#)

3034.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Fysty's solution](#)

3035.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Fysty's solution](#)

3036.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Fysty's solution](#)

3037.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

3038.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Fysty's solution](#)

3039.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,333 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Fysty's solution](#)

3040.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Fysty's solution](#)

3041.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Fysty's solution](#)

3042.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Fysty's solution](#)

3043.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Fysty's solution](#)

3044.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Fysty's solution](#)

3045.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Fysty's solution](#)

3046.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Fysty's solution](#)

3047.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Fysty's solution](#)

3048.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Fysty's solution](#)

3049.

1520G

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

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Fysty's solution](#)

3050.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[Fysty's solution](#)

3051.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Fysty's solution](#)

3052.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Fysty's solution](#)

3053.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Fysty's solution](#)

3054.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

3055.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Fysty's solution](#)

3056.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[Fysty's solution](#)

3057.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Fysty's solution](#)

3058.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Fysty's solution](#)

3059.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 2200 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Fysty's solution](#)

3060.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Fysty's solution](#)

3061.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Fysty's solution](#)

3062.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Fysty's solution](#)

3063.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Fysty's solution](#)

3064.

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Fysty's solution](#)

3065.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Fysty's solution](#)

3066.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Fysty's solution](#)

3067.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Fysty's solution](#)

3068.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[Fysty's solution](#)

3069.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Fysty's solution](#)

3070.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fysty's solution](#)

3071.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[Fysty's solution](#)

3072.

2199H

[Sum of MEX](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures, dp, math

[Fysty's solution](#)

3073.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[Fysty's solution](#)

3074.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[Fysty's solution](#)

3075.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Fysty's solution](#)

3076.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Fysty's solution](#)

3077.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Fysty's solution](#)

3078.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Fysty's solution](#)

3079.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[Fysty's solution](#)

3080.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Fysty's solution](#)

3081.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[Fysty's solution](#)

3082.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Fysty's solution](#)

3083.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Fysty's solution](#)

3084.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Fysty's solution](#)

3085.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Fysty's solution](#)

3086.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Fysty's solution](#)

3087.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Fysty's solution](#)

3088.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Fysty's solution](#)

3089.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Fysty's solution](#)

3090.

2043E

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

Quality: 1,827 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Fysty's solution](#)

3091.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Fysty's solution](#)

3092.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Fysty's solution](#)

3093.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Fysty's solution](#)

3094.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Fysty's solution](#)

3095.

2002E

[Cosmic Rays](#) · [Tutorial](#)

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
[Fysty's solution](#)

3096.

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
[Fysty's solution](#)

3097.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[Fysty's solution](#)

3098.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[Fysty's solution](#)

3099.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy
[Fysty's solution](#)

3100.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[Fysty's solution](#)

3101.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Fysty's solution](#)

3102.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
[Fysty's solution](#)

3103.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees
[Fysty's solution](#)

3104.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing
[Fysty's solution](#)

3105.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Fysty's solution](#)

3106.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3107.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Fysty's solution](#)

3108.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Fysty's solution](#)

3109.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Fysty's solution](#)

3110.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Fysty's solution](#)

3111.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Fysty's solution](#)

3112.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3113.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Fysty's solution](#)

3114.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · 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

[Fysty's solution](#)

3115.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Fysty's solution](#)

3116.

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Fysty's solution](#)

3117.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Fysty's solution](#)

3118.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Fysty's solution](#)

3119.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Fysty's solution](#)

3120.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Fysty's solution](#)

3121.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Fysty's solution](#)

3122.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Fysty's solution](#)

3123.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Fysty's solution](#)

3124.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Fysty's solution](#)

3125.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Fysty's solution](#)

3126.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Fysty's solution](#)

3127.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Fysty's solution](#)

3128.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Fysty's solution](#)

3129.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Fysty's solution](#)

3130.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Fysty's solution](#)

3131.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Fysty's solution](#)

3132.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Fysty's solution](#)

3133.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Fysty's solution](#)

3134.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Fysty's solution](#)

3135.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,721 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Fysty's solution](#)

3136.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Fysty's solution](#)

3137.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Fysty's solution](#)

3138.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Fysty's solution](#)

3139.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Fysty's solution](#)

3140.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Fysty's solution](#)

3141.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Fysty's solution](#)

3142.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Fysty's solution](#)

3143.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Fysty's solution](#)

3144.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[Fysty's solution](#)

3145.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Fysty's solution](#)

3146.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Fysty's solution](#)

3147.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Fysty's solution](#)

3148.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Fysty's solution](#)

3149.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[Fysty's solution](#)

3150.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Fysty's solution](#)

3151.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Fysty's solution](#)

3152.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Fysty's solution](#)

3153.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Fysty's solution](#)

3154.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Fysty's solution](#)

3155.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2300 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[Fysty's solution](#)

3156.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,610 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Fysty's solution](#)

3157.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Fysty's solution](#)

3158.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Fysty's solution](#)

3159.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Fysty's solution](#)

3160.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Fysty's solution](#)

3161.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Fysty's solution](#)

3162.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Fysty's solution](#)

3163.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Fysty's solution](#)

3164.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Fysty's solution](#)

3165.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Fysty's solution](#)

3166.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Fysty's solution](#)

3167.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Fysty's solution](#)

3168.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Fysty's solution](#)

3169.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Fysty's solution](#)

3170.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Fysty's solution](#)

3171.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Fysty's solution](#)

3172.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Fysty's solution](#)

3173.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[Fysty's solution](#)

3174.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Fysty's solution](#)

3175.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Fysty's solution](#)

3176.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Fysty's solution](#)

3177.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[Fysty's solution](#)

3178.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Fysty's solution](#)

3179.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Fysty's solution](#)

3180.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Fysty's solution](#)

3181.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Fysty's solution](#)

3182.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Fysty's solution](#)

3183.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Fysty's solution](#)

3184.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Fysty's solution](#)

3185.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Fysty's solution](#)

3186.

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

[Fysty's solution](#)

3187.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Fysty's solution](#)

3188.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Fysty's solution](#)

3189.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3190.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Fysty's solution](#)

3191.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

3192.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Fysty's solution](#)

3193.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Fysty's solution](#)

3194.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3195.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Fysty's solution](#)

3196.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Fysty's solution](#)

3197.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Fysty's solution](#)

3198.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Fysty's solution](#)

3199.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Fysty's solution](#)

3200.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Fysty's solution](#)

3201.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Fysty's solution](#)

3202.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Fysty's solution](#)

3203.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Fysty's solution](#)

3204.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Fysty's solution](#)

3205.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Fysty's solution](#)

3206.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Fysty's solution](#)

3207.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Fysty's solution](#)

3208.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3209.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3210.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Fysty's solution](#)

3211.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Fysty's solution](#)

3212.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Fysty's solution](#)

3213.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Fysty's solution](#)

3214.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Fysty's solution](#)

3215.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Fysty's solution](#)

3216.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fysty's solution](#)

3217.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Fysty's solution](#)

3218.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Fysty's solution](#)

3219.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Fysty's solution](#)

3220.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Fysty's solution](#)

3221.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Fysty's solution](#)

3222.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Fysty's solution](#)

3223.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Fysty's solution](#)

3224.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Fysty's solution](#)

3225.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Fysty's solution](#)

3226.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Fysty's solution](#)

3227.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Fysty's solution](#)

3228.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Fysty's solution](#)

3229.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Fysty's solution](#)

3230.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Fysty's solution](#)

3231.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Fysty's solution](#)

3232.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Fysty's solution](#)

3233.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Fysty's solution](#)

3234.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Fysty's solution](#)

3235.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Fysty's solution](#)

3236.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Fysty's solution](#)

3237.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Fysty's solution](#)

3238.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Fysty's solution](#)

3239.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Fysty's solution](#)

3240.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Fysty's solution](#)

3241.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Fysty's solution](#)

3242.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Fysty's solution](#)

3243.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, strings

[Fysty's solution](#)

3244.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Fysty's solution](#)

3245.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Fysty's solution](#)

3246.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Fysty's solution](#)

3247.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Fysty's solution](#)

3248.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

3249.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[Fysty's solution](#)

3250.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Fysty's solution](#)

3251.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Fysty's solution](#)

3252.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-01 · last AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Fysty's solution](#)

3253.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[Fysty's solution](#)

3254.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[Fysty's solution](#)

3255.

1620G

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

Quality: 1,155 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Fysty's solution](#)

3256.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Fysty's solution](#)

3257.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Fysty's solution](#)

3258.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Fysty's solution](#)

3259.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Fysty's solution](#)

3260.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Fysty's solution](#)

3261.

1591E

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

Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Fysty's solution](#)

3262.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Fysty's solution](#)

3263.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Fysty's solution](#)

3264.

1582F2

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

Quality: 2,096 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Fysty's solution](#)

3265.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Fysty's solution](#)

3266.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

3267.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Fysty's solution](#)

3268.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[Fysty's solution](#)

3269.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Fysty's solution](#)

3270.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Fysty's solution](#)

3271.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Fysty's solution](#)

3272.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Fysty's solution](#)

3273.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Fysty's solution](#)

3274.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Fysty's solution](#)

3275.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Fysty's solution](#)

3276.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Fysty's solution](#)

3277.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

3278.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[Fysty's solution](#)

3279.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[Fysty's solution](#)

3280.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Fysty's solution](#)

3281.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Fysty's solution](#)

3282.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Fysty's solution](#)

3283.

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[Fysty's solution](#)

3284.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Fysty's solution](#)

3285.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Fysty's solution](#)

3286.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[Fysty's solution](#)

3287.

2163D2

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

Quality: 1,499 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[Fysty's solution](#)

3288.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Fysty's solution](#)

3289.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Fysty's solution](#)

3290.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Fysty's solution](#)

3291.

2140E2

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

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Fysty's solution](#)

3292.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Fysty's solution](#)

3293.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Fysty's solution](#)

3294.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[Fysty's solution](#)

3295.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[Fysty's solution](#)

3296.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Fysty's solution](#)

3297.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Fysty's solution](#)

3298.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 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

[Fysty's solution](#)

3299.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Fysty's solution](#)

3300.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Fysty's solution](#)

3301.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Fysty's solution](#)

3302.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Fysty's solution](#)

3303.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Fysty's solution](#)

3304.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Fysty's solution](#)

3305.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Fysty's solution](#)

3306.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Fysty's solution](#)

3307.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Fysty's solution](#)

3308.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Fysty's solution](#)

3309.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Fysty's solution](#)

3310.

1976E

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

Quality: 1,303 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Fysty's solution](#)

3311.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[Fysty's solution](#)

3312.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[Fysty's solution](#)

3313.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Fysty's solution](#)

3314.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Fysty's solution](#)

3315.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Fysty's solution](#)

3316.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

3317.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Fysty's solution](#)

3318.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Fysty's solution](#)

3319.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Fysty's solution](#)

3320.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Fysty's solution](#)

3321.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

3322.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Fysty's solution](#)

3323.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Fysty's solution](#)

3324.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

3325.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Fysty's solution](#)

3326.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Fysty's solution](#)

3327.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Fysty's solution](#)

3328.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Fysty's solution](#)

3329.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Fysty's solution](#)

3330.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[Fysty's solution](#)

3331.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Fysty's solution](#)

3332.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Fysty's solution](#)

3333.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Fysty's solution](#)

3334.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[Fysty's solution](#)

3335.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[Fysty's solution](#)

3336.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Fysty's solution](#)

3337.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Fysty's solution](#)

3338.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Fysty's solution](#)

3339.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Fysty's solution](#)

3340.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Fysty's solution](#)

3341.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Fysty's solution](#)

3342.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Fysty's solution](#)

3343.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Fysty's solution](#)

3344.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[Fysty's solution](#)

3345.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Fysty's solution](#)

3346.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Fysty's solution](#)

3347.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Fysty's solution](#)

3348.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Fysty's solution](#)

3349.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[Fysty's solution](#)

3350.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Fysty's solution](#)

3351.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Fysty's solution](#)

3352.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Fysty's solution](#)

3353.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Fysty's solution](#)

3354.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Fysty's solution](#)

3355.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Fysty's solution](#)

3356.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Fysty's solution](#)

3357.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[Fysty's solution](#)

3358.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Fysty's solution](#)

3359.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Fysty's solution](#)

3360.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Fysty's solution](#)

3361.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Fysty's solution](#)

3362.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Fysty's solution](#)

3363.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[Fysty's solution](#)

3364.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Fysty's solution](#)

3365.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Fysty's solution](#)

3366.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Fysty's solution](#)

3367.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Fysty's solution](#)

3368.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Fysty's solution](#)

3369.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Fysty's solution](#)

3370.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Fysty's solution](#)

3371.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Fysty's solution](#)

3372.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Fysty's solution](#)

3373.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

3374.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Fysty's solution](#)

3375.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: games

[Fysty's solution](#)

3376.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[Fysty's solution](#)

3377.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[Fysty's solution](#)

3378.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[Fysty's solution](#)

3379.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Fysty's solution](#)

3380.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · last AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Fysty's solution](#)

3381.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Fysty's solution](#)

3382.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Fysty's solution](#)

3383.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Fysty's solution](#)

3384.

2109C3

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

Quality: 3,202 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Fysty's solution](#)

3385.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Fysty's solution](#)

3386.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Fysty's solution](#)

3387.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Fysty's solution](#)

3388.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[Fysty's solution](#)

3389.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Fysty's solution](#)

3390.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Fysty's solution](#)

3391.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Fysty's solution](#)

3392.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Fysty's solution](#)

3393.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[Fysty's solution](#)

3394.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Fysty's solution](#)

3395.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Fysty's solution](#)

3396.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Fysty's solution](#)

3397.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[Fysty's solution](#)

3398.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Fysty's solution](#)

3399.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Fysty's solution](#)

3400.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Fysty's solution](#)

3401.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[Fysty's solution](#)

3402.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Fysty's solution](#)

3403.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Fysty's solution](#)

3404.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Fysty's solution](#)

3405.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Fysty's solution](#)

3406.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Fysty's solution](#)

3407.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

3408.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 2600 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Fysty's solution](#)

3409.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Fysty's solution](#)

3410.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Fysty's solution](#)

3411.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[Fysty's solution](#)

3412.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math,

number theory

[Fysty's solution](#)

3413.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle

[Fysty's solution](#)

3414.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: fft

[Fysty's solution](#)

3415.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Fysty's solution](#)

3416.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Fysty's solution](#)

3417.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Fysty's solution](#)

3418.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Fysty's solution](#)

3419.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

3420.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[Fysty's solution](#)

3421.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Fysty's solution](#)

3422.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[Fysty's solution](#)

3423.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Fysty's solution](#)

3424.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Fysty's solution](#)

3425.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Fysty's solution](#)

3426.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Fysty's solution](#)

3427.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Fysty's solution](#)

3428.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Fysty's solution](#)

3429.

1600A

[Weights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

3430.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Fysty's solution](#)

3431.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Fysty's solution](#)

3432.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Fysty's solution](#)

3433.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Fysty's solution](#)

3434.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Fysty's solution](#)

3435.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Fysty's solution](#)

3436.

1068F

[Knights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

3437.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Fysty's solution](#)

3438.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Fysty's solution](#)

3439.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[Fysty's solution](#)

3440.

2141H

[Merging Vertices in a Graph](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, dfs and similar, dsu, graphs

[Fysty's solution](#)

3441.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Fysty's solution](#)

3442.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Fysty's solution](#)

3443.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3444.

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, two pointers

[Fysty's solution](#)

3445.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[Fysty's solution](#)

3446.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Fysty's solution](#)

3447.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Fysty's solution](#)

3448.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Fysty's solution](#)

3449.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[Fysty's solution](#)

3450.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Fysty's solution](#)

3451.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[Fysty's solution](#)

3452.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Fysty's solution](#)

3453.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Fysty's solution](#)

3454.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Fysty's solution](#)

3455.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Fysty's solution](#)

3456.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Fysty's solution](#)

3457.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Fysty's solution](#)

3458.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Fysty's solution](#)

3459.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Fysty's solution](#)

3460.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, matrices

[Fysty's solution](#)

3461.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Fysty's solution](#)

3462.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, number theory

[Fysty's solution](#)

3463.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Fysty's solution](#)

3464.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[Fysty's solution](#)

3465.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Fysty's solution](#)

3466.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[Fysty's solution](#)

3467.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Fysty's solution](#)

3468.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Fysty's solution](#)

3469.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[Fysty's solution](#)

3470.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Fysty's solution](#)

3471.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Fysty's solution](#)

3472.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Fysty's solution](#)

3473.

1600H

[Shortest path](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

3474.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[Fysty's solution](#)

3475.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Fysty's solution](#)

3476.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Fysty's solution](#)

3477.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[Fysty's solution](#)

3478.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Fysty's solution](#)

3479.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Fysty's solution](#)

3480.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Fysty's solution](#)

3481.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

3482.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Fysty's solution](#)

3483.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Fysty's solution](#)

3484.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Fysty's solution](#)

3485.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Fysty's solution](#)

3486.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Fysty's solution](#)

3487.

2217H

[Closer](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Fysty's solution](#)

3488.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Fysty's solution](#)

3489.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Fysty's solution](#)

3490.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[Fysty's solution](#)

3491.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Fysty's solution](#)

3492.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[Fysty's solution](#)

3493.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Fysty's solution](#)

3494.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[Fysty's solution](#)

3495.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Fysty's solution](#)

3496.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3497.

2052G

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

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[Fysty's solution](#)

3498.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[Fysty's solution](#)

3499.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[Fysty's solution](#)

3500.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Fysty's solution](#)

3501.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Fysty's solution](#)

3502.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Fysty's solution](#)

3503.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Fysty's solution](#)

3504.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3505.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Fysty's solution](#)

3506.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Fysty's solution](#)

3507.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[Fysty's solution](#)

3508.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Fysty's solution](#)

3509.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Fysty's solution](#)

3510.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

3511.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Fysty's solution](#)

3512.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Fysty's solution](#)

3513.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2800 · first AC: 2022-01-17 · last AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Fysty's solution](#)

3514.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Fysty's solution](#)

3515.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[Fysty's solution](#)

3516.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Fysty's solution](#)

3517.

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Fysty's solution](#)

3518.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Fysty's solution](#)

3519.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Fysty's solution](#)

3520.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Fysty's solution](#)

3521.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

3522.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Fysty's solution](#)

3523.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3524.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[Fysty's solution](#)

3525.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Fysty's solution](#)

3526.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Fysty's solution](#)

3527.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Fysty's solution](#)

3528.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Fysty's solution](#)

3529.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[Fysty's solution](#)

3530.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Fysty's solution](#)

3531.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Fysty's solution](#)

3532.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[Fysty's solution](#)

3533.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Fysty's solution](#)

3534.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Fysty's solution](#)

3535.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Fysty's solution](#)

3536.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Fysty's solution](#)

3537.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fysty's solution](#)

3538.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Fysty's solution](#)

3539.

2199I

[Strange Process](#) · [Tutorial](#)

Quality: 34 global accepts · Rating: 3000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[Fysty's solution](#)

3540.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Fysty's solution](#)

3541.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

3542.

2075F

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

Quality: 520 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Fysty's solution](#)

3543.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Fysty's solution](#)

3544.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 3000 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Fysty's solution](#)

3545.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Fysty's solution](#)

3546.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Fysty's solution](#)

3547.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Fysty's solution](#)

3548.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3549.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Fysty's solution](#)

3550.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Fysty's solution](#)

3551.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Fysty's solution](#)

3552.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Fysty's solution](#)

3553.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Fysty's solution](#)

3554.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3555.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Fysty's solution](#)

3556.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Fysty's solution](#)

3557.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Fysty's solution](#)

3558.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[Fysty's solution](#)

3559.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[Fysty's solution](#)

3560.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Fysty's solution](#)

3561.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[Fysty's solution](#)

3562.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[Fysty's solution](#)

3563.

2073M

[Can You Reach There?](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3564.

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, two pointers

[Fysty's solution](#)

3565.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities

[Fysty's solution](#)

3566.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Fysty's solution](#)

3567.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Fysty's solution](#)

3568.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Fysty's solution](#)

3569.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[Fysty's solution](#)

3570.

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Fysty's solution](#)

3571.

2225D

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

Quality: 6,590 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[Fysty's solution](#)

3572.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,291 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Fysty's solution](#)

3573.

2225B

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

Quality: 14,091 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Fysty's solution](#)

3574.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,619 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Fysty's solution](#)

3575.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Fysty's solution](#)

3576.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Fysty's solution](#)

3577.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks

[Fysty's solution](#)

3578.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication

[Fysty's solution](#)

3579.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,267 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Fysty's solution](#)

3580.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[Fysty's solution](#)

3581.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[Fysty's solution](#)

3582.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,126 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[Fysty's solution](#)

3583.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,559 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Fysty's solution](#)

3584.

106268B

[Minimizing Wildlife Damage](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3585.

106268G

[Charity Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3586.

106268C

[Seagull Population](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3587.

106268J

[ICPC Board](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3588.

106268A

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

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3589.

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3590.

106268I

[Game of Names](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3591.

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3592.

106268D

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

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3593.

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3594.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3595.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3596.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3597.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3598.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: —

[Fysty's solution](#)

3599.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3600.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3601.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3602.

106164J

[Joyeuse](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3603.

106164F

[Festival Stroll](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3604.

106164D

[Dungeons and Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3605.

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3606.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3607.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3608.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3609.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3610.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3611.

106164M

[Merticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3612.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3613.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3614.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3615.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3616.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3617.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3618.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3619.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3620.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3621.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3622.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3623.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3624.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3625.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3626.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3627.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3628.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3629.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3630.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3631.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3632.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3633.

105394F

[Fair Fruitcake Fragmenting](#) · [Tutorial](#)

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

[Fysty's solution](#)

3634.

2142G

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

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, interactive

[Fysty's solution](#)

3635.

2142H

[Desktop Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special

[Fysty's solution](#)

3636.

2142F

[Permutation of Rows and Columns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, data structures, math, matrices

[Fysty's solution](#)

3637.

2142E

[Iva & Pav](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, binary search, bitmasks, greedy

[Fysty's solution](#)

3638.

2142D

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

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math, strings

[Fysty's solution](#)

3639.

2142C

[YetanotherrokenKeoard](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, data structures, implementation, strings

[Fysty's solution](#)

3640.

2142B

[Dislike of Threes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Fysty's solution](#)

3641.

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Fysty's solution](#)

3642.

106069G

[Gamer's Karma Farming Strat](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3643.

106069D

[Do You Want to Build a Christmas Tree?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3644.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3645.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3646.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3647.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3648.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3649.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3650.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3651.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3652.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3653.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3654.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3655.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3656.

105833B

[Brilllllance of Wings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3657.

105833L

[Last Goal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3658.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3659.

105833G

[Game of Two Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3660.

105833I

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

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3661.

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3662.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3663.

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3664.

105833D

[Double String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3665.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fysty's solution](#)

3666.

2087F

[Weapon Upgrade](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: — · first AC: 2025-04-07 · last AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, dp

[Fysty's solution](#)

3667.

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Fysty's solution](#)

3668.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Fysty's solution](#)

3669.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, interactive

[Fysty's solution](#)

3670.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Fysty's solution](#)

3671.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[Fysty's solution](#)

3672.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[Fysty's solution](#)

3673.

2088G

[Ardent Flames](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · Kotlin 1.9 (first AC) · Tags: *special, binary search

[Fysty's solution](#)

3674.

2088F

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

Rating: — · first AC: 2025-04-06 · Kotlin 1.9 (first AC) · Tags: *special, interactive

[Fysty's solution](#)

3675.

2088E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Fysty's solution](#)

3676.

2088D

[Counting Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · Kotlin 1.9 (first AC) · Tags: *special

[Fysty's solution](#)

3677.

2088C

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

Rating: — · first AC: 2025-04-06 · Kotlin 1.9 (first AC) · Tags: *special

[Fysty's solution](#)

3678.

2088B

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

Rating: — · first AC: 2025-04-06 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics, constructive algorithms, strings

[Fysty's solution](#)

3679.

2088A

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · Kotlin 1.9 (first AC) · Tags: *special, math

[Fysty's solution](#)

3680.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Fysty's solution](#)

3681.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force

[Fysty's solution](#)

3682.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, number theory

[Fysty's solution](#)

3683.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory

[Fysty's solution](#)

3684.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[Fysty's solution](#)

3685.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[Fysty's solution](#)

3686.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[Fysty's solution](#)

3687.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[Fysty's solution](#)

3688.

100608I

[Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3689.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3690.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3691.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3692.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3693.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3694.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3695.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3696.

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3697.

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3698.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —

[Fysty's solution](#)

3699.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3700.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3701.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3702.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3703.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3704.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3705.

105562G

[Glued Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3706.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3707.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3708.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —

[Fysty's solution](#)

3709.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3710.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3711.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3712.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3713.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3714.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3715.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3716.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3717.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3718.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3719.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3720.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3721.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3722.

105537G

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

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3723.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3724.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3725.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3726.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3727.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3728.

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3729.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3730.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3731.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3732.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3733.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3734.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3735.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3736.

105444E

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3737.

105444L

[Language Survey](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3738.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3739.

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3740.

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3741.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3742.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3743.

105444G

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3744.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3745.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3746.

105444M

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3747.

105053H

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

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3748.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3749.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3750.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3751.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3752.

105053F

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

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3753.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3754.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3755.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3756.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3757.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3758.

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3759.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3760.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3761.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3762.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3763.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3764.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3765.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3766.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3767.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3768.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3769.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3770.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3771.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3772.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3773.

104891A

[\(-1.1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3774.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3775.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3776.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, data structures, greedy

[Fysty's solution](#)

3777.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[Fysty's solution](#)

3778.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Fysty's solution](#)

3779.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Fysty's solution](#)

3780.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Fysty's solution](#)

3781.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Fysty's solution](#)

3782.

102770J

[Just an Old Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3783.

102770L

[List of Products](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3784.

104847G

[Yandex Museum](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3785.

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3786.

104821H

[Puzzle: Question Mark](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3787.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3788.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3789.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3790.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3791.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3792.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3793.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3794.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3795.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3796.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3797.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3798.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3799.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3800.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3801.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3802.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3803.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3804.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3805.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3806.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3807.

105292I

[Image Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3808.

105292E

[Employees Selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3809.

105292B

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

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3810.

105292F

[Forever on a Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3811.

105292K

[King Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3812.

105292M

[Melting](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3813.

105292J

[Just Do it!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3814.

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3815.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3816.

105143A

[Shaking Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3817.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3818.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3819.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3820.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3821.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3822.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3823.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3824.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Fysty's solution](#)

3825.

104976A

[Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3826.

104976E

[Period of a String](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3827.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3828.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3829.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3830.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3831.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3832.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3833.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3834.

104871I

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

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3835.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3836.

104871G

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

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3837.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3838.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3839.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3840.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3841.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[Fysty's solution](#)

3842.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[Fysty's solution](#)

3843.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,331 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Fysty's solution](#)

3844.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3845.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3846.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3847.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3848.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3849.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3850.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3851.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3852.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3853.

104857C

[Cyclic Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3854.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[Fysty's solution](#)

3855.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3856.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3857.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3858.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3859.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3860.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3861.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3862.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3863.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3864.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

3865.

101623C

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3866.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3867.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3868.

101623K

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3869.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3870.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3871.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3872.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3873.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3874.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3875.

104757C

[Convex Hull Extension](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3876.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3877.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3878.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3879.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3880.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3881.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3882.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: —

[Fysty's solution](#)

3883.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3884.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3885.

104017G

[Round Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3886.

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3887.

104017H

[Pandemic Restrictions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3888.

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3889.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3890.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3891.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3892.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3893.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3894.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3895.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3896.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3897.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · PyPy 3-64 (first AC) · Tags: —

[Fysty's solution](#)

3898.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3899.

104713A

[Art Transaction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3900.

104713B

[Bank Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3901.

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3902.

104713J

[Roof Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3903.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3904.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3905.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3906.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3907.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3908.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3909.

104114D

[Divisible by 4 Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3910.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3911.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3912.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3913.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3914.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3915.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3916.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3917.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3918.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3919.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3920.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3921.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3922.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3923.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3924.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3925.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3926.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3927.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3928.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3929.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3930.

101002K

[YATP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3931.

101002B

[Alternative Bracket Notation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3932.

101002G

[Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3933.

101002J

[Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3934.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3935.

101002H

[Jewel Thief](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3936.

101002C

[Greetings!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3937.

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3938.

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3939.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3940.

104686H

[Insertions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3941.

104686B

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

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3942.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3943.

104686J

[Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3944.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3945.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3946.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3947.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3948.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3949.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3950.

104639C

[Multiply Then Plus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3951.

104639F

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3952.

104639H

[Range Periodicity Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3953.

104639E

[Magical Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3954.

104639K

[Minimum Euclidean Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3955.

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3956.

104639I

[Pa?sWoRd](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3957.

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3958.

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3959.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3960.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3961.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3962.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3963.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3964.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3965.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3966.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3967.

103081K

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

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3968.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3969.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3970.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3971.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3972.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3973.

103328D

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

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3974.

101173D

[Dancing Disks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3975.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3976.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3977.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3978.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3979.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · Python 3 (first AC) · Tags: —

[Fysty's solution](#)

3980.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3981.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3982.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3983.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3984.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3985.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3986.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3987.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3988.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3989.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3990.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3991.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3992.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3993.

104555J

[Jumping to Victory](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3994.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3995.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3996.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3997.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3998.

104555K

[\\$K\\$ for More, \\$K\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

3999.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4000.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4001.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4002.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4003.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4004.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4005.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4006.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4007.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4008.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4009.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4010.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4011.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4012.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4013.

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Fysty's solution](#)

4014.

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4015.

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4016.

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4017.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Fysty's solution](#)

4018.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4019.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Fysty's solution](#)

4020.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4021.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4022.

103960D

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

Rating: — · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Fysty's solution](#)

4023.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4024.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Fysty's solution](#)

4025.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4026.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4027.

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4028.

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4029.

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4030.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4031.

104270D

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

Rating: — · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Fysty's solution](#)

4032.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4033.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4034.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Fysty's solution](#)

4035.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4036.

104270M

[Function and Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4037.

101597I

[The Secret](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Fysty's solution](#)

4038.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4039.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Fysty's solution](#)

4040.

101597G

[Affine](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4041.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4042.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Fysty's solution](#)

4043.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4044.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4045.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4046.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4047.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4048.

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4049.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4050.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4051.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4052.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4053.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4054.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4055.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4056.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4057.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4058.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4059.

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4060.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4061.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4062.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4063.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4064.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4065.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4066.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4067.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4068.

104064C

[Cutting Edge](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4069.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4070.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4071.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4072.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4073.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4074.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4075.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4076.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[Fysty's solution](#)

4077.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Fysty's solution](#)

4078.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[Fysty's solution](#)

4079.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Fysty's solution](#)

4080.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[Fysty's solution](#)

4081.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[Fysty's solution](#)

4082.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4083.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4084.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4085.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4086.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4087.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4088.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4089.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4090.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[Fysty's solution](#)

4091.

104172D

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

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Fysty's solution](#)

4092.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Fysty's solution](#)

4093.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Fysty's solution](#)

4094.

104172L

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

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Fysty's solution](#)

4095.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Fysty's solution](#)

4096.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Fysty's solution](#)

4097.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Fysty's solution](#)

4098.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Fysty's solution](#)

4099.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[Fysty's solution](#)

4100.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[Fysty's solution](#)

4101.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4102.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4103.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4104.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4105.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4106.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4107.

104008I

[Invincible Hotwheels](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4108.

104008F

[Union of Circular Sectors](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4109.

101986D

[Making Perimeter of the Convex Hull Shortest](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4110.

103990A

[AibohphobiA](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4111.

100956C

[Fraction Factory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4112.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4113.

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4114.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4115.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4116.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4117.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4118.

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4119.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4120.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4121.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4122.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4123.

104008C

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

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4124.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4125.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4126.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4127.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4128.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4129.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4130.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4131.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4132.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4133.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4134.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4135.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4136.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4137.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4138.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4139.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4140.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4141.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4142.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4143.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4144.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4145.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4146.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4147.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4148.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4149.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4150.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4151.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4152.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4153.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4154.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4155.

103451C

[Krosh and paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4156.

103451B

[Sum of sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4157.

103451E

[One more splitting problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4158.

103451I

[Krosh and bit operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4159.

103451H

[Krosh and permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4160.

103451D

[Krosh and powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4161.

103451A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4162.

103451J

[Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4163.

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4164.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4165.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4166.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4167.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4168.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4169.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4170.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4171.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4172.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4173.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4174.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4175.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4176.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4177.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4178.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4179.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4180.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4181.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4182.

103055E

[Specially Super Rare](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4183.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4184.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4185.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4186.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4187.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4188.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4189.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4190.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4191.

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4192.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4193.

103055K

[Grammy's Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4194.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4195.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4196.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4197.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4198.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4199.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4200.

102192D

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

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4201.

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4202.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4203.

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4204.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · last AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4205.

100257D

[Darkside](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4206.

100257L

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4207.

100257G

[Global Elephant Market](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4208.

103055H

[Grammy and HearthStone](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4209.

103055D

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

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4210.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4211.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4212.

103055F

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

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4213.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4214.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4215.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4216.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4217.

103055A

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

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4218.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4219.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4220.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4221.

101612L

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

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4222.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4223.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4224.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4225.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4226.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4227.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4228.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4229.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4230.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4231.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4232.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4233.

100257C

[Charisma](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4234.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4235.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4236.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4237.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4238.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4239.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4240.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4241.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4242.

103102I

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

Rating: — · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Fysty's solution](#)

4243.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4244.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4245.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4246.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4247.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Fysty's solution](#)

4248.

103464A

[Stegosauruses](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4249.

103464B

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

Rating: — · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4250.

103464C

[Protected String](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4251.

103464D

[A Task With Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4252.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4253.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4254.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4255.

103443D

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

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4256.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4257.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4258.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4259.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4260.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4261.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4262.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4263.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4264.

103416G

[Favorite Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4265.

103416D

[Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4266.

103416J

[Replace by sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4267.

103416A

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4268.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4269.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4270.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4271.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4272.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4273.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4274.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · PyPy 3 (first AC) · Tags: —

[Fysty's solution](#)

4275.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4276.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4277.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4278.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4279.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4280.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4281.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4282.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4283.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4284.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4285.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4286.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4287.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4288.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4289.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4290.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4291.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4292.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4293.

102163B

[Let me sleep](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4294.

102829K

[Doggos in Data](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4295.

102829J

[Island Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4296.

102829I

[Luke's Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4297.

102830E

[Buying Tacos](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4298.

102830F

[The Great Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4299.

102830G

[Contrived Array Property](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4300.

102830H

[Zorro's Revenge](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4301.

102830D

[Useful Proofs](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4302.

102830C

[Kevin's Meme Reacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4303.

102830B

[Tryouts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4304.

102830A

[First Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4305.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4306.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4307.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4308.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4309.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4310.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4311.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4312.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4313.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4314.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4315.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4316.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4317.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4318.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4319.

103182J

[Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4320.

103182H

[Spies](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4321.

103182A

[Corporate Issues](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4322.

103182F

[Secure documents](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4323.

103182L

[XorAnd](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4324.

103181D

[Markat](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4325.

103181C

[Girth](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4326.

103181F

[Relay Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4327.

103181L

[Hard work](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4328.

103181B

[Convoluted Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4329.

103119L

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

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4330.

103150H

[William Tell](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4331.

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4332.

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4333.

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4334.

103150A

[Addition Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4335.

103150E

[o](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4336.

103150D

[Moving Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4337.

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4338.

103150G

[Segmentation Fault](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4339.

103149B

[Railway](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4340.

103149A

[Shopping Fever](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4341.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4342.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4343.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Fysty's solution](#)

4344.

102891A

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

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4345.

102891D

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4346.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4347.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4348.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4349.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4350.

102760K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4351.

102760H

[Mock Competition Marketing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4352.

102760B

[Bombs In My Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4353.

102760D

[Fix Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4354.

102760F

[Square, Not Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4355.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)

4356.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[Fysty's solution](#)

4357.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Fysty's solution](#)

4358.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[Fysty's solution](#)

4359.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Fysty's solution](#)

4360.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Fysty's solution](#)