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Unique solved — Gabp

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

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

Filters: none

Count: 1,024

1.

2184A

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

Quality: 38,082 global accepts · Rating: 800 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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2.

1966A

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Quality: 19,570 global accepts · Rating: 800 · first AC: 2025-10-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

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3.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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4.

2084A

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[Gabp's solution](#)

5.

2069A

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

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

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6.

2038J

[Waiting for...](#) · [Tutorial](#)

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7.

2038N

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Quality: 11,341 global accepts · Rating: 800 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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8.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

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9.

2057A

[MEX Table](#) · [Tutorial](#)

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10.

2048A

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

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11.

2034A

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[Gabb's solution](#)

12.

2039A

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

[Gabb's solution](#)

13.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Gabb's solution](#)

14.

1787A

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Quality: 20,383 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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15.

2001B

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16.

1994A

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17.

1975A

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[Gabb's solution](#)

18.

1955A

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19.

1916A

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20.

1914B

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21.

1914A

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[Gabb's solution](#)

22.

1912L

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23.

1902A

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24.

1896A

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25.

1895B

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Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
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26.

1895A

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27.

1878B

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28.

1878A

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29.

1873D

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30.

1873C

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31.

1873B

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32.

1873A

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33.

1864A

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34.

1840A

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35.

1823A

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36.

1822C

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37.

1822B

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38.

1822A

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39.

1786A2

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40.

1786A1

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41.

1791C

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42.

1791B

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43.

1791A

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44.

1790B

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45.

1790A

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46.

1777A

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47.

1782A

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48.

1775A1

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49.

1783A

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50.

1768A

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51.

1779A

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52.

1731A

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53.

1763A

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54.

1712B

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55.

1712A

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56.

1704A

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57.

1703C

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58.

1703B

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59.

1703A

[YES or YES?](#) · [Tutorial](#)

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60.

1706A

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61.

1705A

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62.

1690C

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63.

1690B

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64.

1690A

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65.

1661A

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66.

1665A

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67.

1658B

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68.

1658A

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69.

1622A

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70.

1582A

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71.

1586A

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72.

1598A

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73.

1560C

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74.

1560B

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75.

1560A

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76.

1551B1

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77.

1551A

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78.

1553A

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79.

1530B

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80.

1530A

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81.

1550A

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82.

1547B

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83.

1547A

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84.

1542A

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85.

1541A

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86.

1539B

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87.

1537A

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88.

1534A

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Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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89.

1538B

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90.

1538A

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

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91.

1536A

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92.

1535A

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Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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93.

1523A

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94.

1526A

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95.

1529A

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96.

1527A

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97.

1525A

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98.

1520B

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99.

1520A

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100.

1515A

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101.

1519B

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102.

1519A

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103.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Gabb's solution](#)

104.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Gabb's solution](#)

105.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Gabb's solution](#)

106.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Gabp's solution](#)

107.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Gabp's solution](#)

108.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[Gabp's solution](#)

109.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Gabp's solution](#)

110.

1499A

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

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[Gabp's solution](#)

111.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[Gabp's solution](#)

112.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Gabp's solution](#)

113.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,664 global accepts · Rating: 800 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Gabp's solution](#)

114.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Gabp's solution](#)

115.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,207 global accepts · Rating: 800 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Gabp's solution](#)

116.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,985 global accepts · Rating: 800 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gabp's solution](#)

117.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,403 global accepts · Rating: 800 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gabp's solution](#)

118.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gabp's solution](#)

119.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Gabp's solution](#)

120.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,806 global accepts · Rating: 800 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: brute force, math

[Gabp's solution](#)

121.

1491A

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

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-03-01 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation

[Gabp's solution](#)

122.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · PyPy 3 (first AC) · Tags: math

[Gabp's solution](#)

123.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · PyPy 3 (first AC) · Tags: greedy, math

[Gabp's solution](#)

124.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · PyPy 3 (first AC) · Tags: implementation, sortings

[Gabp's solution](#)

125.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,475 global accepts · Rating: 900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Gabp's solution](#)

126.

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

[Gabp's solution](#)

127.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Gabp's solution](#)

128.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,216 global accepts · Rating: 900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math

[Gabp's solution](#)

129.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Gabp's solution](#)

130.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,645 global accepts · Rating: 900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Gabp's solution](#)

131.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Gabp's solution](#)

132.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Gabp's solution](#)

133.

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

[Gabp's solution](#)

134.

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

[Gabp's solution](#)

135.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Gabp's solution](#)

136.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Gabp's solution](#)

137.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Gabp's solution](#)

138.

1665B

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

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[Gabp's solution](#)

139.

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Gabp's solution](#)

140.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Gabp's solution](#)

141.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Gabp's solution](#)

142.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Gabp's solution](#)

143.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Gabp's solution](#)

144.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Gabp's solution](#)

145.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Gabp's solution](#)

146.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Gabp's solution](#)

147.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Gabp's solution](#)

148.

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

[Gabp's solution](#)

149.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Gabp's solution](#)

150.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,243 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Gabp's solution](#)

151.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gabp's solution](#)

152.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Gabp's solution](#)

153.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Gabp's solution](#)

154.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Gabp's solution](#)

155.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: bitmasks, brute force, implementation

[Gabp's solution](#)

156.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · PyPy 3 (first AC) · Tags: greedy, implementation

[Gabp's solution](#)

157.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Gabp's solution](#)

158.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Gabp's solution](#)

159.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Gabp's solution](#)

160.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Gabp's solution](#)

161.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Gabp's solution](#)

162.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Gabp's solution](#)

163.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Gabp's solution](#)

164.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,571 global accepts · Rating: 1000 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Gabp's solution](#)

165.

1786C

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

Rating: 1000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Gabp's solution](#)

166.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Gabp's solution](#)

167.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Gabp's solution](#)

168.

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

[Gabp's solution](#)

169.

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

[Gabp's solution](#)

170.

1770A

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

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

[Gabp's solution](#)

171.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,915 global accepts · Rating: 1000 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Gabp's solution](#)

172.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Gabp's solution](#)

173.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Gabp's solution](#)

174.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Gabp's solution](#)

175.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[Gabp's solution](#)

176.

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Gabp's solution](#)

177.

1520C

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

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Gabp's solution](#)

178.

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Gabp's solution](#)

179.

1506C

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

Quality: 35,628 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Gabp's solution](#)

180.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Gabp's solution](#)

181.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Gabp's solution](#)

182.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Gabp's solution](#)

183.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-02-19 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Gabp's solution](#)

184.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math

[Gabp's solution](#)

185.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Gabp's solution](#)

186.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Gabp's solution](#)

187.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Gabp's solution](#)

188.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Gabp's solution](#)

189.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,532 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Gabp's solution](#)

190.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Gabp's solution](#)

191.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,861 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Gabp's solution](#)

192.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Gabp's solution](#)

193.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Gabp's solution](#)

194.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Gabp's solution](#)

195.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · PyPy 3 (first AC) · Tags: binary search, geometry, implementation, math

[Gabp's solution](#)

196.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[Gabp's solution](#)

197.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Gabp's solution](#)

198.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,284 global accepts · Rating: 1100 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Gabp's solution](#)

199.

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

[Gabp's solution](#)

200.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Gabp's solution](#)

201.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Gabp's solution](#)

202.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[Gabp's solution](#)

203.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Gabp's solution](#)

204.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Gabp's solution](#)

205.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Gabp's solution](#)

206.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Gabp's solution](#)

207.

1529B

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

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Gabp's solution](#)

208.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Gabp's solution](#)

209.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Gabp's solution](#)

210.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Gabp's solution](#)

211.

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

[Gabp's solution](#)

212.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · PyPy 3 (first AC) · Tags: binary search, brute force, math

[Gabb's solution](#)

213.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[Gabb's solution](#)

214.

2048C

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

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

[Gabb's solution](#)

215.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Gabb's solution](#)

216.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Gabb's solution](#)

217.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Gabb's solution](#)

218.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Gabb's solution](#)

219.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Gabb's solution](#)

220.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Gabb's solution](#)

221.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Gabb's solution](#)

222.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Gabp's solution](#)

223.

1872D

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

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Gabp's solution](#)

224.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Gabp's solution](#)

225.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Gabp's solution](#)

226.

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

[Gabp's solution](#)

227.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Gabp's solution](#)

228.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 1200 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gabp's solution](#)

229.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Gabp's solution](#)

230.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Gabp's solution](#)

231.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Gabp's solution](#)

232.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Gabp's solution](#)

233.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Gabb's solution](#)

234.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[Gabb's solution](#)

235.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[Gabb's solution](#)

236.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Gabb's solution](#)

237.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Gabb's solution](#)

238.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[Gabb's solution](#)

239.

1527B1

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

Quality: 34,400 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[Gabb's solution](#)

240.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,480 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
[Gabb's solution](#)

241.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,935 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[Gabb's solution](#)

242.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,711 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Gabb's solution](#)

243.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-03-18 · last AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Gabp's solution](#)

244.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Gabp's solution](#)

245.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Gabp's solution](#)

246.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gabp's solution](#)

247.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[Gabp's solution](#)

248.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-01 · PyPy 3 (first AC) · Tags: brute force, math

[Gabp's solution](#)

249.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · PyPy 3 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Gabp's solution](#)

250.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,687 global accepts · Rating: 1200 · first AC: 2021-02-15 · PyPy 3 (first AC) · Tags: math, number theory

[Gabp's solution](#)

251.

2206K

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

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[Gabp's solution](#)

252.

1927D

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

Quality: 33,175 global accepts · Rating: 1300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Gabp's solution](#)

253.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,503 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Gabp's solution](#)

254.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Gabp's solution](#)

255.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[Gabp's solution](#)

256.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Gabp's solution](#)

257.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Gabp's solution](#)

258.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Gabp's solution](#)

259.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Gabp's solution](#)

260.

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

[Gabp's solution](#)

261.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Gabp's solution](#)

262.

1775B

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

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

[Gabp's solution](#)

263.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Gabp's solution](#)

264.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Gabp's solution](#)

265.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Gabp's solution](#)

266.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Gabp's solution](#)

267.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Gabp's solution](#)

268.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Gabp's solution](#)

269.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Gabp's solution](#)

270.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Gabp's solution](#)

271.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Gabp's solution](#)

272.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Gabp's solution](#)

273.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics,

dp, dsu, graphs, math

[Gabp's solution](#)

274.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Gabp's solution](#)

275.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Gabp's solution](#)

276.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Gabp's solution](#)

277.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Gabp's solution](#)

278.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-19 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, math

[Gabp's solution](#)

279.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Gabp's solution](#)

280.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Gabp's solution](#)

281.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Gabp's solution](#)

282.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Gabp's solution](#)

283.

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

[Gabp's solution](#)

284.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Gabp's solution](#)

285.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Gabp's solution](#)

286.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-11 · last AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Gabp's solution](#)

287.

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

[Gabp's solution](#)

288.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Gabp's solution](#)

289.

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Gabp's solution](#)

290.

1967B1

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

Quality: 16,056 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Gabp's solution](#)

291.

1967A

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

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

[Gabp's solution](#)

292.

1965A

[Everything Nim](#) · [Tutorial](#)

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

[Gabp's solution](#)

293.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Gabp's solution](#)

294.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,750 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Gabp's solution](#)

295.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[Gabp's solution](#)

296.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Gabp's solution](#)

297.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Gabp's solution](#)

298.

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

[Gabp's solution](#)

299.

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

[Gabp's solution](#)

300.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Gabp's solution](#)

301.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Gabp's solution](#)

302.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Gabp's solution](#)

303.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[Gabp's solution](#)

304.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Gabp's solution](#)

305.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,029 global accepts · Rating: 1400 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Gabp's solution](#)

306.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Gabp's solution](#)

307.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-28 · last AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Gabp's solution](#)

308.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Gabp's solution](#)

309.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Gabp's solution](#)

310.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,001 global accepts · Rating: 1400 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Gabp's solution](#)

311.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2021-06-08 · last AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Gabp's solution](#)

312.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 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

[Gabp's solution](#)

313.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Gabp's solution](#)

314.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Gabp's solution](#)

315.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Gabp's solution](#)

316.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Gabp's solution](#)

317.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Gabp's solution](#)

318.

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

[Gabp's solution](#)

319.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Gabp's solution](#)

320.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Gabp's solution](#)

321.

417B

[Crash](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gabp's solution](#)

322.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Gabp's solution](#)

323.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games

[Gabp's solution](#)

324.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Gabp's solution](#)

325.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Gabp's solution](#)

326.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Gabp's solution](#)

327.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Gabp's solution](#)

328.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Gabp's solution](#)

329.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,238 global accepts · Rating: 1400 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Gabp's solution](#)

330.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[Gabp's solution](#)

331.

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Gabp's solution](#)

332.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Gabp's solution](#)

333.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · last AC: 2021-03-03 · PyPy 3 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Gabp's solution](#)

334.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Gabp's solution](#)

335.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Gabb's solution](#)

336.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Gabb's solution](#)

337.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Gabb's solution](#)

338.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Gabb's solution](#)

339.

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

[Gabb's solution](#)

340.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory, sortings

[Gabb's solution](#)

341.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Gabb's solution](#)

342.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Gabb's solution](#)

343.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gabb's solution](#)

344.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Gabb's solution](#)

345.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Gabb's solution](#)

346.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Gabb's solution](#)

347.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Gabb's solution](#)

348.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Gabb's solution](#)

349.

1551C

[Interesting Story](#) · [Tutorial](#)

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-28 · last AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[Gabb's solution](#)

350.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Gabb's solution](#)

351.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Gabb's solution](#)

352.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Gabb's solution](#)

353.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Gabb's solution](#)

354.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Gabb's solution](#)

355.

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

[Gabp's solution](#)

356.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Gabp's solution](#)

357.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Gabp's solution](#)

358.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Gabp's solution](#)

359.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Gabp's solution](#)

360.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Gabp's solution](#)

361.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gabp's solution](#)

362.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Gabp's solution](#)

363.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Gabp's solution](#)

364.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Gabp's solution](#)

365.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,549 global accepts · Rating: 1500 · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Gabb's solution](#)

366.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[Gabb's solution](#)

367.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Gabb's solution](#)

368.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Gabb's solution](#)

369.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Gabb's solution](#)

370.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Gabb's solution](#)

371.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · PyPy 3 (first AC) · Tags: binary search, brute force, math, number theory

[Gabb's solution](#)

372.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Gabb's solution](#)

373.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Gabb's solution](#)

374.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Gabb's solution](#)

375.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Gabp's solution](#)

376.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Gabp's solution](#)

377.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Gabp's solution](#)

378.

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

[Gabp's solution](#)

379.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Gabp's solution](#)

380.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Gabp's solution](#)

381.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Gabp's solution](#)

382.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Gabp's solution](#)

383.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Gabp's solution](#)

384.

1255C

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

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Gabp's solution](#)

385.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Gabb's solution](#)

386.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Gabb's solution](#)

387.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabb's solution](#)

388.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,794 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Gabb's solution](#)

389.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Gabb's solution](#)

390.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Gabb's solution](#)

391.

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

[Gabb's solution](#)

392.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Gabb's solution](#)

393.

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

[Gabb's solution](#)

394.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Gabb's solution](#)

395.

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, sortings

[Gabp's solution](#)

396.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Gabp's solution](#)

397.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Gabp's solution](#)

398.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Gabp's solution](#)

399.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[Gabp's solution](#)

400.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Gabp's solution](#)

401.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Gabp's solution](#)

402.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Gabp's solution](#)

403.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · last AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Gabp's solution](#)

404.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Gabp's solution](#)

405.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Gabp's solution](#)

406.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[Gabp's solution](#)

407.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Gabp's solution](#)

408.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Gabp's solution](#)

409.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Gabp's solution](#)

410.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · last AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Gabp's solution](#)

411.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Gabp's solution](#)

412.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Gabp's solution](#)

413.

1526C2

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

Quality: 29,732 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Gabp's solution](#)

414.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Gabp's solution](#)

415.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[Gabp's solution](#)

416.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[Gabp's solution](#)

417.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[Gabp's solution](#)

418.

476C

[Dreamoon and Sums](#) · [Tutorial](#)

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[Gabp's solution](#)

419.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,288 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[Gabp's solution](#)

420.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[Gabp's solution](#)

421.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-03-30 · last AC: 2021-03-30 · PyPy 3 (first AC) · Tags: greedy, math, sortings
[Gabp's solution](#)

422.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[Gabp's solution](#)

423.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[Gabp's solution](#)

424.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[Gabp's solution](#)

425.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[Gabp's solution](#)

426.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Gabp's solution](#)

427.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Gabp's solution](#)

428.

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Gabp's solution](#)

429.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Gabp's solution](#)

430.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Gabp's solution](#)

431.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Gabp's solution](#)

432.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Gabp's solution](#)

433.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Gabp's solution](#)

434.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Gabp's solution](#)

435.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[Gabp's solution](#)

436.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Gabp's solution](#)

437.

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

[Gabp's solution](#)

438.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Gabp's solution](#)

439.

2018C

[Tree Pruning](#) · [Tutorial](#)

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

[Gabp's solution](#)

440.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-02 · last AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Gabp's solution](#)

441.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Gabp's solution](#)

442.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Gabp's solution](#)

443.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Gabp's solution](#)

444.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Gabp's solution](#)

445.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Gabp's solution](#)

446.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Gabp's solution](#)

447.

2006A

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

Quality: 9,368 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

[Gabp's solution](#)

448.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Gabp's solution](#)

449.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Gabp's solution](#)

450.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Gabp's solution](#)

451.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Gabp's solution](#)

452.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Gabp's solution](#)

453.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Gabp's solution](#)

454.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Gabp's solution](#)

455.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Gabp's solution](#)

456.

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

[Gabp's solution](#)

457.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Gabp's solution](#)

458.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Gabp's solution](#)

459.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Gabp's solution](#)

460.

1822G1

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

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

[Gabp's solution](#)

461.

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Gabp's solution](#)

462.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Gabp's solution](#)

463.

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

[Gabp's solution](#)

464.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Gabp's solution](#)

465.

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

[Gabp's solution](#)

466.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Gabp's solution](#)

467.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 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

[Gabp's solution](#)

468.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-22 · last AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Gabp's solution](#)

469.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Gabp's solution](#)

470.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Gabp's solution](#)

471.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Gabp's solution](#)

472.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Gabp's solution](#)

473.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Gabp's solution](#)

474.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Gabp's solution](#)

475.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks,

constructive algorithms, interactive, math

[Gabp's solution](#)

476.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Gabp's solution](#)

477.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Gabp's solution](#)

478.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Gabp's solution](#)

479.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[Gabp's solution](#)

480.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Gabp's solution](#)

481.

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

[Gabp's solution](#)

482.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Gabp's solution](#)

483.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Gabp's solution](#)

484.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Gabp's solution](#)

485.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Gabp's solution](#)

486.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Gabp's solution](#)

487.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[Gabp's solution](#)

488.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Gabp's solution](#)

489.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Gabp's solution](#)

490.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Gabp's solution](#)

491.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[Gabp's solution](#)

492.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Gabp's solution](#)

493.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Gabp's solution](#)

494.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gabp's solution](#)

495.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Gabp's solution](#)

496.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Gabb's solution](#)

497.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[Gabb's solution](#)

498.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Gabb's solution](#)

499.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Gabb's solution](#)

500.

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

[Gabb's solution](#)

501.

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

[Gabb's solution](#)

502.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Gabb's solution](#)

503.

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

[Gabb's solution](#)

504.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Gabb's solution](#)

505.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Gabb's solution](#)

506.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Gabb's solution](#)

507.

1965B

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

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

[Gabb's solution](#)

508.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Gabb's solution](#)

509.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[Gabb's solution](#)

510.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Gabb's solution](#)

511.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Gabb's solution](#)

512.

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

[Gabb's solution](#)

513.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Gabb's solution](#)

514.

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

[Gabb's solution](#)

515.

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

[Gabb's solution](#)

516.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Gabb's solution](#)

517.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, two pointers

[Gabb's solution](#)

518.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Gabb's solution](#)

519.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-30 · last AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Gabb's solution](#)

520.

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[Gabb's solution](#)

521.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Gabb's solution](#)

522.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Gabb's solution](#)

523.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Gabb's solution](#)

524.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Gabb's solution](#)

525.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Gabb's solution](#)

526.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math
[Gabb's solution](#)

527.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-06-22 · last AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[Gabb's solution](#)

528.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[Gabb's solution](#)

529.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees
[Gabb's solution](#)

530.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · last AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[Gabb's solution](#)

531.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Gabb's solution](#)

532.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation
[Gabb's solution](#)

533.

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
[Gabb's solution](#)

534.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[Gabb's solution](#)

535.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Gabb's solution](#)

536.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Gabp's solution](#)

537.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2021-03-12 · last AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Gabp's solution](#)

538.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Gabp's solution](#)

539.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[Gabp's solution](#)

540.

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

[Gabp's solution](#)

541.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Gabp's solution](#)

542.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Gabp's solution](#)

543.

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

[Gabp's solution](#)

544.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-30 · last AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Gabp's solution](#)

545.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing,

strings

[Gabp's solution](#)

546.

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

[Gabp's solution](#)

547.

2018B

[Speedbreaker](#) · [Tutorial](#)

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

[Gabp's solution](#)

548.

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Gabp's solution](#)

549.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Gabp's solution](#)

550.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Gabp's solution](#)

551.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Gabp's solution](#)

552.

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

[Gabp's solution](#)

553.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Gabp's solution](#)

554.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Gabp's solution](#)

555.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Gabp's solution](#)

556.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Gabp's solution](#)

557.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Gabp's solution](#)

558.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

559.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Gabp's solution](#)

560.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Gabp's solution](#)

561.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Gabp's solution](#)

562.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[Gabp's solution](#)

563.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Gabp's solution](#)

564.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Gabp's solution](#)

565.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Gabp's solution](#)

566.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Gabp's solution](#)

567.

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

[Gabp's solution](#)

568.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Gabp's solution](#)

569.

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

[Gabp's solution](#)

570.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[Gabp's solution](#)

571.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Gabp's solution](#)

572.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Gabp's solution](#)

573.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Gabp's solution](#)

574.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Gabp's solution](#)

575.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Gabp's solution](#)

576.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · last AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Gabp's solution](#)

577.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Gabp's solution](#)

578.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Gabp's solution](#)

579.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Gabp's solution](#)

580.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Gabp's solution](#)

581.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Gabp's solution](#)

582.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2021-06-28 · last AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Gabp's solution](#)

583.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Gabp's solution](#)

584.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Gabp's solution](#)

585.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Gabp's solution](#)

586.

1509D

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

Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Gabb's solution](#)

587.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2021-04-05 · last AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gabb's solution](#)

588.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-03-24 · last AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[Gabb's solution](#)

589.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Gabb's solution](#)

590.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Gabb's solution](#)

591.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[Gabb's solution](#)

592.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Gabb's solution](#)

593.

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

[Gabb's solution](#)

594.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Gabb's solution](#)

595.

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

[Gabb's solution](#)

596.

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

[Gabp's solution](#)

597.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Gabp's solution](#)

598.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Gabp's solution](#)

599.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Gabp's solution](#)

600.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Gabp's solution](#)

601.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Gabp's solution](#)

602.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Gabp's solution](#)

603.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Gabp's solution](#)

604.

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

[Gabp's solution](#)

605.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Gabp's solution](#)

606.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[Gabb's solution](#)

607.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[Gabb's solution](#)

608.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Gabb's solution](#)

609.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Gabb's solution](#)

610.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-08-31 · last AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Gabb's solution](#)

611.

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

[Gabb's solution](#)

612.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Gabb's solution](#)

613.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Gabb's solution](#)

614.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Gabb's solution](#)

615.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Gabb's solution](#)

616.

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

[Gabb's solution](#)

617.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Gabb's solution](#)

618.

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

[Gabb's solution](#)

619.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Gabb's solution](#)

620.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Gabb's solution](#)

621.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[Gabb's solution](#)

622.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,617 global accepts · Rating: 2000 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Gabb's solution](#)

623.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Gabb's solution](#)

624.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Gabb's solution](#)

625.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Gabb's solution](#)

626.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp
[Gabp's solution](#)

627.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Gabp's solution](#)

628.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[Gabp's solution](#)

629.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Gabp's solution](#)

630.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2021-06-10 · last AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[Gabp's solution](#)

631.

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
[Gabp's solution](#)

632.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[Gabp's solution](#)

633.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[Gabp's solution](#)

634.

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
[Gabp's solution](#)

635.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[Gabp's solution](#)

636.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-03-29 · last AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Gabp's solution](#)

637.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2021-03-29 · last AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Gabp's solution](#)

638.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Gabp's solution](#)

639.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Gabp's solution](#)

640.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Gabp's solution](#)

641.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Gabp's solution](#)

642.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Gabp's solution](#)

643.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Gabp's solution](#)

644.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Gabp's solution](#)

645.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Gabp's solution](#)

646.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Gabp's solution](#)

647.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Gabp's solution](#)

648.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Gabp's solution](#)

649.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[Gabp's solution](#)

650.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Gabp's solution](#)

651.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Gabp's solution](#)

652.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Gabp's solution](#)

653.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, math

[Gabp's solution](#)

654.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Gabp's solution](#)

655.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Gabp's solution](#)

656.

1971H

[+1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Gabb's solution](#)

657.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Gabb's solution](#)

658.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabb's solution](#)

659.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[Gabb's solution](#)

660.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Gabb's solution](#)

661.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Gabb's solution](#)

662.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Gabb's solution](#)

663.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Gabb's solution](#)

664.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Gabb's solution](#)

665.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Gabb's solution](#)

666.

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Gabb's solution](#)

667.

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

[Gabb's solution](#)

668.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Gabb's solution](#)

669.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Gabb's solution](#)

670.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Gabb's solution](#)

671.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Gabb's solution](#)

672.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Gabb's solution](#)

673.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Gabb's solution](#)

674.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Gabb's solution](#)

675.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Gabb's solution](#)

676.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Gabp's solution](#)

677.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-26 · last AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Gabp's solution](#)

678.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Gabp's solution](#)

679.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Gabp's solution](#)

680.

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

[Gabp's solution](#)

681.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2021-04-18 · last AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Gabp's solution](#)

682.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Gabp's solution](#)

683.

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

[Gabp's solution](#)

684.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Gabp's solution](#)

685.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Gabp's solution](#)

686.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[Gabp's solution](#)

687.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Gabp's solution](#)

688.

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

[Gabp's solution](#)

689.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Gabp's solution](#)

690.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-11-02 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Gabp's solution](#)

691.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[Gabp's solution](#)

692.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Gabp's solution](#)

693.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Gabp's solution](#)

694.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Gabp's solution](#)

695.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Gabp's solution](#)

696.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Gabp's solution](#)

697.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Gabp's solution](#)

698.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Gabp's solution](#)

699.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Gabp's solution](#)

700.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Gabp's solution](#)

701.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Gabp's solution](#)

702.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Gabp's solution](#)

703.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Gabp's solution](#)

704.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Gabp's solution](#)

705.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[Gabp's solution](#)

706.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Gabp's solution](#)

707.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Gabp's solution](#)

708.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Gabp's solution](#)

709.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Gabp's solution](#)

710.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Gabp's solution](#)

711.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Gabp's solution](#)

712.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Gabp's solution](#)

713.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, trees

[Gabp's solution](#)

714.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Gabp's solution](#)

715.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Gabp's solution](#)

716.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

data structures, graph matchings, greedy, implementation, math, trees

[Gabp's solution](#)

717.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Gabp's solution](#)

718.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Gabp's solution](#)

719.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

720.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Gabp's solution](#)

721.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Gabp's solution](#)

722.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Gabp's solution](#)

723.

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

[Gabp's solution](#)

724.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Gabp's solution](#)

725.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Gabp's solution](#)

726.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Gabp's solution](#)

727.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2022-01-09 · last AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Gabp's solution](#)

728.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Gabp's solution](#)

729.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Gabp's solution](#)

730.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Gabp's solution](#)

731.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[Gabp's solution](#)

732.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Gabp's solution](#)

733.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Gabp's solution](#)

734.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Gabp's solution](#)

735.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-19 · last AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Gabp's solution](#)

736.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Gabb's solution](#)

737.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Gabb's solution](#)

738.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Gabb's solution](#)

739.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Gabb's solution](#)

740.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-04-17 · last AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Gabb's solution](#)

741.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Gabb's solution](#)

742.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Gabb's solution](#)

743.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Gabb's solution](#)

744.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Gabb's solution](#)

745.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Gabb's solution](#)

746.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Gabb's solution](#)

747.

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

[Gabb's solution](#)

748.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-07 · last AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Gabb's solution](#)

749.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Gabb's solution](#)

750.

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

[Gabb's solution](#)

751.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Gabb's solution](#)

752.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · last AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Gabb's solution](#)

753.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Gabb's solution](#)

754.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Gabb's solution](#)

755.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Gabp's solution](#)

756.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Gabp's solution](#)

757.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

758.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Gabp's solution](#)

759.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Gabp's solution](#)

760.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gabp's solution](#)

761.

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

[Gabp's solution](#)

762.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Gabp's solution](#)

763.

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

[Gabp's solution](#)

764.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Gabp's solution](#)

765.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and

similar, divide and conquer, dsu, greedy, trees

[Gabp's solution](#)

766.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[Gabp's solution](#)

767.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Gabp's solution](#)

768.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2021-06-28 · last AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Gabp's solution](#)

769.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Gabp's solution](#)

770.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Gabp's solution](#)

771.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Gabp's solution](#)

772.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-13 · last AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[Gabp's solution](#)

773.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[Gabp's solution](#)

774.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[Gabp's solution](#)

775.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[Gabb's solution](#)

776.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Gabb's solution](#)

777.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Gabb's solution](#)

778.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Gabb's solution](#)

779.

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

[Gabb's solution](#)

780.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabb's solution](#)

781.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Gabb's solution](#)

782.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Gabb's solution](#)

783.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabb's solution](#)

784.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gabb's solution](#)

785.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Gabb's solution](#)

786.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Gabb's solution](#)

787.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Gabb's solution](#)

788.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Gabb's solution](#)

789.

2206B

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

Quality: 349 global accepts · Rating: 2500 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[Gabb's solution](#)

790.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[Gabb's solution](#)

791.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Gabb's solution](#)

792.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2025-02-15 · last AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Gabb's solution](#)

793.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Gabb's solution](#)

794.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Gabb's solution](#)

795.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Gabb's solution](#)

796.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Gabb's solution](#)

797.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Gabb's solution](#)

798.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Gabb's solution](#)

799.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Gabb's solution](#)

800.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Gabb's solution](#)

801.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Gabb's solution](#)

802.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Gabb's solution](#)

803.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Gabb's solution](#)

804.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Gabb's solution](#)

805.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Gabp's solution](#)

806.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[Gabp's solution](#)

807.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2025-01-31 · last AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Gabp's solution](#)

808.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Gabp's solution](#)

809.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Gabp's solution](#)

810.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Gabp's solution](#)

811.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

812.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[Gabp's solution](#)

813.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[Gabp's solution](#)

814.

2009G3

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

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[Gabp's solution](#)

815.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[Gabb's solution](#)

816.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Gabb's solution](#)

817.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[Gabb's solution](#)

818.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Gabb's solution](#)

819.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Gabb's solution](#)

820.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Gabb's solution](#)

821.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · last AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Gabb's solution](#)

822.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Gabb's solution](#)

823.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication

[Gabb's solution](#)

824.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[Gabb's solution](#)

825.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Gabp's solution](#)

826.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[Gabp's solution](#)

827.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Gabp's solution](#)

828.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Gabp's solution](#)

829.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[Gabp's solution](#)

830.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

831.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

832.

106298J

[Equal Node Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

833.

106164D

[Dungeons and Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · last AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

834.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

835.

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

836.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

837.

106164M

[Merticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

838.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

839.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

840.

106164F

[Festival Stroll](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

841.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

842.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

843.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

844.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · last AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

845.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

846.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · last AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

847.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

848.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

849.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

850.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

851.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

852.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

853.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

854.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · last AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

855.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

856.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

857.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

858.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

859.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

860.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

861.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

862.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

863.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

864.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

865.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

866.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

867.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · PyPy 3-64 (first AC) · Tags: —

[Gabp's solution](#)

868.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

869.

1046330

[Which Planet is This?! · Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

870.

104633D

[Gene Folding · Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

871.

104633G

[Opportunity Cost · Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

872.

104633E

[Landscape Generator · Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

873.

105053C

[Clever Cell Choices · Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

874.

105053I

[Insects, Mathematics, Accuracy, and Efficiency · Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

875.

105053G

[Greek Casino · Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

876.

105053E

[Expanding STACKS! · Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

877.

105053F

[Fair Distribution · Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

878.

105053D

[DiviDuelo · Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

879.

105053K

[KMOP · Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

880.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

881.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

882.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

883.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

884.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

885.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

886.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

887.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

888.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

889.

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

890.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

891.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

892.

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

893.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

894.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

895.

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

896.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, brute force

[Gabp's solution](#)

897.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[Gabp's solution](#)

898.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[Gabp's solution](#)

899.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, expression parsing, number theory

[Gabp's solution](#)

900.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[Gabp's solution](#)

901.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[Gabp's solution](#)

902.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[Gabp's solution](#)

903.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

904.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

905.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · last AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

906.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

907.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

908.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

909.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

910.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

911.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

912.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

913.

105698L

[LIS on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

914.

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

915.

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

916.

105627G

[Jackson's House](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

917.

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

918.

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

919.

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

920.

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

921.

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

922.

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

923.

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

924.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

925.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

926.

105698D

[Depth of Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

927.

105698K

[Kaz's Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

928.

105698I

[Inequality Satisfying Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

929.

105698G

[Get Mex Range Add Linear](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

930.

105699G

[Geo Sharding](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

931.

105699I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

932.

105699E

[Equal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

933.

105699M

[Meta](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

934.

105584E

[Colorful Residential Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

935.

105584D

[A Bug That's Not a Pill Bug](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

936.

105584C

[Honeycomb Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

937.

105584B

[Overtaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

938.

105584A

[Snacks within 300 Yen](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

939.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

940.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

941.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

942.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

943.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

944.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

945.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

946.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

947.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

948.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gabp's solution](#)

949.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

950.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

951.

105657M

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

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

952.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

953.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

954.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

955.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

956.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

957.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

958.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

959.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

960.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

961.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

962.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

963.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

964.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

965.

105628K

[Keen Eye](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

966.

105628M

[Mondrialayag](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · last AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

967.

105628F

[Find the Fake](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

968.

105628D

[Deerly Departed](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

969.

105628E

[Experiment - Bad Genius](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

970.

105628H

[Hop, Skip, Jump!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

971.

105628J

[Jumanji](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

972.

105628L

[Low Key](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

973.

105628I2

[Insecure \(Don't Know What For\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

974.

105628I1

[Insecure](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

975.

105628G

[Glacier Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

976.

105628C

[Chinese Remainder Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

977.

105628B

[Bob the Builder](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

978.

105628A

[A Penchick's Tale](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

979.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

980.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

981.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

982.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

983.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

984.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

985.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

986.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

987.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

988.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

989.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

990.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

991.

103443D

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

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

992.

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

993.

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

994.

103990A

[AibohphobiA](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

995.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

996.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

997.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · PyPy 3-64 (first AC) · Tags: —

[Gabp's solution](#)

998.

103990D

[Distance and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

999.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

1000.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

1001.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

1002.

104619D

[Divide a Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

1003.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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1004.

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1005.

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[Exponentiation](#) · [Tutorial](#)

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1006.

104619B

[Better Chance](#) · [Tutorial](#)

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1007.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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1008.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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1009.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

1010.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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1011.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gabp's solution](#)

1012.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[Gabp's solution](#)

1013.

102556C

[Riana and Commute](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gabp's solution](#)

1014.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Gabp's solution](#)

1015.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Gabp's solution](#)

1016.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Gabp's solution](#)

1017.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gabp's solution](#)

1018.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gabp's solution](#)

1019.

1532F

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Gabp's solution](#)

1020.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special

[Gabp's solution](#)

1021.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Gabp's solution](#)

1022.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Gabp's solution](#)

1023.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[Gabp's solution](#)

1024.

1532A

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

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-29 · last AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special

[Gabp's solution](#)