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351.
1467A
Wizard of Orz · Tutorial
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352.
1471A
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353.
1462C
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1451B
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1436B
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1433C
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1427A
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1426B
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1420A
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1406A
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361.
1401A
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362.
1374B
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363.
1341A
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364.
1343A
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1335B
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366.
44A
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367.
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368.
2124B
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2120B
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370.
2060B
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Gamicrab's solution

371.
2055B
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Gamicrab's solution

372.
2057B
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Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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373.
2002B
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1975B
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1979B
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377.
1851C
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378.
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1859B
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380.
1847B
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381.
1841B
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382.
1260A
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383.
1782B
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1770B
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1770A
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1766B
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387.
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388.
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1715B
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392.
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393.
1257B
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394.
552A
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395.
1278A
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396.
1671B
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397.
1620B
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398.
1613B
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399.
1589B
Coloring Rectangles · Tutorial
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400.
1593C
Save More Mice · Tutorial
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Gamicrab's solution

401.
1598B
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Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
Gamicrab's solution

402.
1566C
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Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
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403.
1569B
Chess Tournament · Tutorial
Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
Gamicrab's solution

404.
1567B
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Quality: 32,935 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
Gamicrab's solution

405.
110C
Lucky Sum of Digits · Tutorial
Rating: 1000 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
Gamicrab's solution

406.
237A
Free Cash · Tutorial
Quality: 29,523 global accepts · Rating: 1000 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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407.
1562B
Scenes From a Memory · Tutorial
Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

Gamicrab's solution

408.
339B
Xenia and Ringroad · Tutorial
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409.
122A
Lucky Division · Tutorial
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Gamicrab's solution

410.
230A
Dragons · Tutorial
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Gamicrab's solution

411.
58A
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412.
69A
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413.
1244B
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414.
1539A
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415.
1248A
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416.
1008B
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417.
1084A
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418.
1204A
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1520C
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1151A
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422.
1506C
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1499B
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Gamicrab's solution

424.
137B
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425.
887A
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426.
221A
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427.
1490B
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428.
118A
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429.
1476A
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430.
1474B
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1469B
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433.
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434.
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1438B
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1405B
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438.
1374C
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439.
1353C
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441.
2125C
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Gamicrab's solution

442.
2122B
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Gamicrab's solution

443.
2126C
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444.
2112B
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Gamicrab's solution

445.
2063B
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2061B
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Gamicrab's solution

447.
2060D
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Quality: 26,197 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
Gamicrab's solution

448.
1991B
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Gamicrab's solution

449.
1994B
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Gamicrab's solution

450.
1984B
Large Addition · Tutorial
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451.
1976B
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452.
1958A
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Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp
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453.
1910A
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Gamicrab's solution

454.
1957B
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455.
1942B
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456.
1948B
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457.
1923B
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1917B
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706B
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1263A
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1891B
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1864B
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1863C
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Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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1863B
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1842B
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466.
370A
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467.
1780B
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543.
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552B
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1657C
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632A
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562.
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565.
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1334A
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1118B
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1598C
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1594C
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459A
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27A
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580.
1537C
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2063C
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2061C
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1958D
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838.
1910B
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1373D
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350C
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371C
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1138C
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322B
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883.
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Gamicrab's solution

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2112D
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2053D
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901.
1975D
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902.
1983D
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Gamicrab's solution

903.
1984C2
Magnitude (Hard Version) · Tutorial
Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
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904.
1942C2
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905.
1948D
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906.
1936A
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1903D1
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1893B
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105A
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1478C
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916.
1792D
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917.
1783C
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918.
1779D
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1770C
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1731D
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1731C
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1743D
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1715C
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924.
1706D1
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925.
1699C
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926.
1700C
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927.
1695C
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928.
1693B
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1687B
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Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
Gamicrab's solution

930.
1681D
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Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths
Gamicrab's solution

931.
1684D
Traps · Tutorial
Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
Gamicrab's solution

932.
1257D
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Quality: 8,172 global accepts · Rating: 1700 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
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1278C
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Gamicrab's solution

934.
895B
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Gamicrab's solution

935.
1661C
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936.
1579E2
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Gamicrab's solution

937.
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632C
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1644D
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1629D
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941.
1626C
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1625C
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1111C
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1583C
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1118D1
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1118C
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1598D
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1594D
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1592C
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950.
1237C1
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451C
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460C
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Gamicrab's solution

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465C
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954.
474D
Flowers · Tutorial
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Gamicrab's solution

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499C
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507C
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958.
560D
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959.
567C
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581D
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Gamicrab's solution

961.
584C
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591C
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963.
606D
Lazy Student · Tutorial
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Gamicrab's solution

964.
617D
Polyline · Tutorial
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621C
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966.
711C
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967.
729D
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740C
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969.
758C
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126B
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1066E
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1075C
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225C
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467C
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466C
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989.
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439D
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1169C
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1043D
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118D
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1157C2
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1467B
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732D
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2172B
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1979D
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Gamicrab's solution

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1965B
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Gamicrab's solution

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1923D
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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
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1930D1
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161D
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1922E
Increasing Subsequences · Tutorial
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1011.
1870D
Prefix Purchase · Tutorial
Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

Gamicrab's solution

1012.
1859D
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1732C1
Sheikh (Easy version) · Tutorial
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1856E1
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1852B
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1852A
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1841C
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Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings
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1805D
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1780D
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1782D
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1750D
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1740E
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1728D
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1024.
221D
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1709C
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1026.
1705D
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1138B
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893D
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1739D
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343C
Read Time · Tutorial
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1707B
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1656D
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1673D
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1697D
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Gamicrab's solution

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1679D
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552D
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1661D
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1077F1
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1624G
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1627D
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1620E
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1285D
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1112.
456D
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1311F
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1115.
651D
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1116.
685B
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1117.
701D
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Gamicrab's solution

1118.
709D
Recover the String · Tutorial
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Gamicrab's solution

1119.
711D
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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
Gamicrab's solution

1120.
808D
Array Division · Tutorial
Quality: 8,100 global accepts · Rating: 1900 · first AC: 2021-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation
Gamicrab's solution

1121.
1012C
Hills · Tutorial
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1122.
1012B
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Quality: 4,386 global accepts · Rating: 1900 · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

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1123.
1017D
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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures
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1124.
1036C
Classy Numbers · Tutorial
Quality: 13,376 global accepts · Rating: 1900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
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1125.
1060D
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1126.
1064E
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Rating: 1900 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
Gamicrab's solution

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1072D
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1128.
1043E
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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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1129.
1147B
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Quality: 3,110 global accepts · Rating: 1900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
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1130.
1237C2
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Quality: 4,534 global accepts · Rating: 1900 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
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1131.
1569D
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Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
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1132.
1075D
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Rating: 1900 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, trees
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1133.
547B
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Quality: 10,898 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu
Gamicrab's solution

1134.
817D
Imbalanced Array · Tutorial
Quality: 6,287 global accepts · Rating: 1900 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings
Gamicrab's solution

1135.
1543C
Need for Pink Slips · Tutorial
Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities
Gamicrab's solution

1136.
1494C
1D Sokoban · Tutorial
Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
Gamicrab's solution

1137.
191C
Fools and Roads · Tutorial
Quality: 9,222 global accepts · Rating: 1900 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
Gamicrab's solution

1138.
1400D
Zigzags · Tutorial
Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers
Gamicrab's solution

1139.
20C
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Quality: 46,878 global accepts · Rating: 1900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
Gamicrab's solution

1140.
2129C2
Interactive RBS (Medium Version) · Tutorial
Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
Gamicrab's solution

1141.
2126F
1-1-1, Free Tree! · Tutorial
Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees
Gamicrab's solution

1142.
2061E
Kevin and And · Tutorial
Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

Gamicrab's solution

1143.
2057D
Gifts Order · Tutorial
Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices
Gamicrab's solution

1144.
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
Gamicrab's solution

1145.
1984D
"a" String Problem · Tutorial
Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
Gamicrab's solution

1146.
1976D
Invertible Bracket Sequences · Tutorial
Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
Gamicrab's solution

1147.
1958F
Narrow Paths · Tutorial
Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics
Gamicrab's solution

1148.
1385E
Directing Edges · Tutorial
Quality: 9,037 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Gamicrab's solution

1149.
1349C
Orac and Game of Life · Tutorial
Quality: 4,820 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
Gamicrab's solution

1150.
1359E
Modular Stability · Tutorial
Quality: 6,732 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
Gamicrab's solution

1151.
1363E
Tree Shuffling · Tutorial
Quality: 7,496 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
Gamicrab's solution

1152.
1370D
Odd-Even Subsequence · Tutorial
Quality: 10,927 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

Gamicrab's solution

1153.
1379C
Choosing flowers · Tutorial
Quality: 6,080 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
Gamicrab's solution

1154.
1380D
Berserk And Fireball · Tutorial
Quality: 5,005 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
Gamicrab's solution

1155.
1391D
505 · Tutorial
Quality: 5,768 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
Gamicrab's solution

1156.
1951E
No Palindromes · Tutorial
Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
Gamicrab's solution

1157.
1943B
Non-Palindromic Substring · Tutorial
Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
Gamicrab's solution

1158.
1936B
Pinball · Tutorial
Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
Gamicrab's solution

1159.
1923E
Count Paths · Tutorial
Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
Gamicrab's solution

1160.
1438C
Engineer Artem · Tutorial
Quality: 11,628 global accepts · Rating: 2000 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
Gamicrab's solution

1161.
689E
Mike and Geometry Problem · Tutorial
Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
Gamicrab's solution

1162.
1903E
Geo Game · Tutorial
Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math
Gamicrab's solution

1163.
1900D
Small GCD · Tutorial
Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
Gamicrab's solution

1164.
1893C
Freedom of Choice · Tutorial
Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
Gamicrab's solution

1165.
1889C1
Doremy's Drying Plan (Easy Version) · Tutorial
Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
Gamicrab's solution

1166.
1891F
A Growing Tree · Tutorial
Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
Gamicrab's solution

1167.
1426F
Number of Subsequences · Tutorial
Quality: 6,165 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, strings
Gamicrab's solution

1168.
1142B
Lynyrd Skynyrd · Tutorial
Quality: 3,739 global accepts · Rating: 2000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees
Gamicrab's solution

1169.
663B
International Olympiad · Tutorial
Rating: 2000 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
Gamicrab's solution

1170.
1841D
Pairs of Segments · Tutorial
Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
Gamicrab's solution

1171.
1830B
The BOSS Can Count Pairs · Tutorial
Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
Gamicrab's solution

1172.
1726D
Edge Split · Tutorial
Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
Gamicrab's solution

1173.
1815B
Sum Graph · Tutorial
Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
Gamicrab's solution

1174.
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
Gamicrab's solution

1175.
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
Gamicrab's solution

1176.
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
Gamicrab's solution

1177.
1763C
Another Array Problem · Tutorial
Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
Gamicrab's solution

1178.
1256F
Equalizing Two Strings · Tutorial
Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings, strings
Gamicrab's solution

1179.
1257E
The Contest · Tutorial
Quality: 4,537 global accepts · Rating: 2000 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
Gamicrab's solution

1180.
1733D2
Zero-One (Hard Version) · Tutorial
Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
Gamicrab's solution

1181.
346B
Lucky Common Subsequence · Tutorial
Quality: 4,260 global accepts · Rating: 2000 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
Gamicrab's solution

1182.
367C
Sereja and the Arrangement of Numbers · Tutorial
Quality: 1,924 global accepts · Rating: 2000 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, sortings
Gamicrab's solution

1183.
1712D
Empty Graph · Tutorial
Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
Gamicrab's solution

1184.
730I
Olympiad in Programming and Sports · Tutorial
Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs, greedy
Gamicrab's solution

1185.
920F
SUM and REPLACE · Tutorial
Quality: 8,599 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory
Gamicrab's solution

1186.
862D
Mahmoud and Ehab and the binary string · Tutorial
Quality: 2,040 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, interactive
Gamicrab's solution

1187.
1696E
Placing Jinas · Tutorial
Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Gamicrab's solution

1188.
1584D
Guess the Permutation · Tutorial
Quality: 3,991 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, interactive, math
Gamicrab's solution

1189.
1551E
Fixed Points · Tutorial
Quality: 4,542 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp
Gamicrab's solution

1190.
360B
Levko and Array · Tutorial
Quality: 3,493 global accepts · Rating: 2000 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
Gamicrab's solution

1191.
1634D
Finding Zero · Tutorial
Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
Gamicrab's solution

1192.
1624E
Masha-forgetful · Tutorial
Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings
Gamicrab's solution

1193.
1632D
New Year Concert · Tutorial
Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
Gamicrab's solution

1194.
1638D
Big Brush · Tutorial
Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Gamicrab's solution

1195.
1641B
Repetitions Decoding · Tutorial
Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings
Gamicrab's solution

1196.
1665D
GCD Guess · Tutorial
Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
Gamicrab's solution

1197.
1674E
Breaking the Wall · Tutorial
Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
Gamicrab's solution

1198.
1672F1
Array Shuffling · Tutorial
Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
Gamicrab's solution

1199.
1674G
Remove Directed Edges · Tutorial
Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
Gamicrab's solution

1200.
1680E
Moving Chips · Tutorial
Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
Gamicrab's solution

1201.
1685B
Linguistics · Tutorial
Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

Gamicrab's solution

1202.
1690G
Count the Trains · Tutorial
Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings
Gamicrab's solution

1203.
1682D
Circular Spanning Tree · Tutorial
Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees
Gamicrab's solution

1204.
895C
Square Subsets · Tutorial
Quality: 7,347 global accepts · Rating: 2000 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
Gamicrab's solution

1205.
1657D
For Gamers. By Gamers. · Tutorial
Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings
Gamicrab's solution

1206.
1646D
Weight the Tree · Tutorial
Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
Gamicrab's solution

1207.
1624F
Interacdive Problem · Tutorial
Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
Gamicrab's solution

1208.
1622D
Shuffle · Tutorial
Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
Gamicrab's solution

1209.
1619G
Unusual Minesweeper · Tutorial
Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings
Gamicrab's solution

1210.
1620D
Exact Change · Tutorial
Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
Gamicrab's solution

1211.
1612E
Messages · Tutorial

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
Gamicrab's solution

1212.
468B
Two Sets · Tutorial
Quality: 5,271 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
Gamicrab's solution

1213.
842D
Vitya and Strange Lesson · Tutorial
Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
Gamicrab's solution

1214.
1311D
Three Integers · Tutorial
Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
Gamicrab's solution

1215.
359D
Pair of Numbers · Tutorial
Quality: 5,724 global accepts · Rating: 2000 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
Gamicrab's solution

1216.
1566E
Buds Re-hanging · Tutorial
Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
Gamicrab's solution

1217.
383C
Propagating tree · Tutorial
Quality: 7,523 global accepts · Rating: 2000 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
Gamicrab's solution

1218.
1183E
Subsequences (easy version) · Tutorial
Quality: 5,421 global accepts · Rating: 2000 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths
Gamicrab's solution

1219.
1366D
Two Divisors · Tutorial
Quality: 12,346 global accepts · Rating: 2000 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
Gamicrab's solution

1220.
2172K
Kindergarten Homework · Tutorial
Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
Gamicrab's solution

1221.
1938J
There and Back Again · Tutorial

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1222.
2124E
Make it Zero · Tutorial
Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
Gamicrab's solution

1223.
2061F1
Kevin and Binary String (Easy Version) · Tutorial
Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
Gamicrab's solution

1224.
1942D
Learning to Paint · Tutorial
Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
Gamicrab's solution

1225.
1948E
Clique Partition · Tutorial
Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
Gamicrab's solution

1226.
763B
Timofey and rectangles · Tutorial
Quality: 3,054 global accepts · Rating: 2100 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry
Gamicrab's solution

1227.
1203F1
Complete the Projects (easy version) · Tutorial
Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-08-06 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Gamicrab's solution

1228.
1896E
Permutation Sorting · Tutorial
Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
Gamicrab's solution

1229.
1886D
Monocarp and the Set · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math
Gamicrab's solution

1230.
837E
Vasya's Function · Tutorial
Quality: 2,065 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
Gamicrab's solution

1231.
1778D
Flexible String Revisit · Tutorial
Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
Gamicrab's solution

1232.
1761D
Carry Bit · Tutorial
Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Gamicrab's solution

1233.
1863E
Speedrun · Tutorial
Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
Gamicrab's solution

1234.
1420C2
Pokémon Army (hard version) · Tutorial
Quality: 5,190 global accepts · Rating: 2100 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
Gamicrab's solution

1235.
1801D
The way home · Tutorial
Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
Gamicrab's solution

1236.
1393D
Rarity and New Dress · Tutorial
Quality: 4,191 global accepts · Rating: 2100 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
Gamicrab's solution

1237.
1530E
Minimax · Tutorial
Quality: 3,255 global accepts · Rating: 2100 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
Gamicrab's solution

1238.
1333D
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1811F
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474F
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1450C1
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paths
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1479B2
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Gamicrab's solution

1268.
1547G
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1446C
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1454F
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1466F
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1516D
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Gamicrab's solution

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1254B2
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1265E
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1409F
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1367F1
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1838D
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Gamicrab's solution

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1839D
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797D
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386D
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1811G1
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Gamicrab's solution

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343D
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1799D2
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Gamicrab's solution

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1771D
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525E
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1606E
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372C
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1300.
900E
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Gamicrab's solution

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899F
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Gamicrab's solution

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1598E
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1593F
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Gamicrab's solution

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1710B
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Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
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1306.
1734E
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1729G
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333D
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1637E
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1660F2
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1671E
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1316.
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895D
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1077F2
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632D
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1320.
321C
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1321.
319C
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1322.
1626D
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955C
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1324.
208E
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Quality: 8,921 global accepts · Rating: 2100 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
Gamicrab's solution

1325.
960F
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Quality: 3,383 global accepts · Rating: 2100 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs
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766E
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Gamicrab's solution

1327.
768E
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Gamicrab's solution

1328.
1938E
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Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1329.
2126G1
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Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
Gamicrab's solution

1330.
2113D
Cheater · Tutorial
Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
Gamicrab's solution

1331.
2112E
Tree Colorings · Tutorial
Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
Gamicrab's solution

1332.
1991F
Triangle Formation · Tutorial
Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
Gamicrab's solution

1333.
1406D
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1334.
1666F
Fancy Stack · Tutorial
Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
Gamicrab's solution

1335.
1909F1
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Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
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1336.
1034B
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Quality: 2,290 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings
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1337.
1384B2
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Quality: 2,591 global accepts · Rating: 2200 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
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1338.
1175E
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Quality: 4,539 global accepts · Rating: 2200 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
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1339.
1918E
ace5 and Task Order · Tutorial
Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
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1340.
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Kirill and Company · Tutorial
Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
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1341.
1837E
Playoff Fixing · Tutorial
Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
Gamicrab's solution

1342.
1806E
Tree Master · Tutorial
Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
Gamicrab's solution

1343.
559C
Gerald and Giant Chess · Tutorial
Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
Gamicrab's solution

1344.
1485D
Multiples and Power Differences · Tutorial
Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory
Gamicrab's solution

1345.
1867E2
Salyg1n and Array (hard version) · Tutorial
Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
Gamicrab's solution

1346.
1500B
Two chandeliers · Tutorial
Quality: 2,314 global accepts · Rating: 2200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
Gamicrab's solution

1347.
1537F
Figure Fixing · Tutorial
Quality: 2,815 global accepts · Rating: 2200 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
Gamicrab's solution

1348.
821D
Okabe and City · Tutorial
Quality: 1,703 global accepts · Rating: 2200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
Gamicrab's solution

1349.
1498E
Two Houses · Tutorial
Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
Gamicrab's solution

1350.
1535E
Gold Transfer · Tutorial
Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
Gamicrab's solution

1351.
1542D
Priority Queue · Tutorial
Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

Gamicrab's solution

1352.
1333F
Kate and imperfection · Tutorial
Quality: 4,573 global accepts · Rating: 2200 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
Gamicrab's solution

1353.
1520G
To Go Or Not To Go? · Tutorial
Quality: 4,219 global accepts · Rating: 2200 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
Gamicrab's solution

1354.
1551F
Equidistant Vertices · Tutorial
Quality: 2,178 global accepts · Rating: 2200 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
Gamicrab's solution

1355.
1552F
Telepanting · Tutorial
Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings
Gamicrab's solution

1356.
1515E
Phoenix and Computers · Tutorial
Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
Gamicrab's solution

1357.
1520F2
Guess the K-th Zero (Hard version) · Tutorial
Quality: 3,347 global accepts · Rating: 2200 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
Gamicrab's solution

1358.
1616E
Lexicographically Small Enough · Tutorial
Quality: 2,716 global accepts · Rating: 2200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings
Gamicrab's solution

1359.
1627E
Not Escaping · Tutorial
Quality: 2,791 global accepts · Rating: 2200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
Gamicrab's solution

1360.
1630C
Paint the Middle · Tutorial
Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
Gamicrab's solution

1361.
1635E
Cars · Tutorial

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
Gamicrab's solution

1362.
1641C
Anonymity Is Important · Tutorial
Quality: 2,843 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
Gamicrab's solution

1363.
1659E
AND-MEX Walk · Tutorial
Quality: 1,971 global accepts · Rating: 2200 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
Gamicrab's solution

1364.
1646E
Power Board · Tutorial
Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
Gamicrab's solution

1365.
1650F
Vitaly and Advanced Useless Algorithms · Tutorial
Quality: 1,665 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
Gamicrab's solution

1366.
1656E
Equal Tree Sums · Tutorial
Quality: 3,861 global accepts · Rating: 2200 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
Gamicrab's solution

1367.
1657E
Star MST · Tutorial
Quality: 2,491 global accepts · Rating: 2200 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math
Gamicrab's solution

1368.
1670E
Hemose on the Tree · Tutorial
Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
Gamicrab's solution

1369.
1672E
notepad.exe · Tutorial
Quality: 2,517 global accepts · Rating: 2200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
Gamicrab's solution

1370.
1737D
Ela and the Wiring Wizard · Tutorial
Quality: 2,103 global accepts · Rating: 2200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
Gamicrab's solution

1371.
1618G
Trader Problem · Tutorial
Quality: 1,933 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings
Gamicrab's solution

1372.
1763D
Valid Bitonic Permutations · Tutorial
Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
Gamicrab's solution

1373.
1772G
Gaining Rating · Tutorial
Quality: 1,604 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
Gamicrab's solution

1374.
1777E
Edge Reverse · Tutorial
Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees
Gamicrab's solution

1375.
1808E1
Minibuses on Venus (easy version) · Tutorial
Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
Gamicrab's solution

1376.
1840F
Railguns · Tutorial
Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs
Gamicrab's solution

1377.
1784C
Monsters (hard version) · Tutorial
Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
Gamicrab's solution

1378.
1788E
Sum Over Zero · Tutorial
Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp
Gamicrab's solution

1379.
1800G
Symmetree · Tutorial
Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees
Gamicrab's solution

1380.
1815C
Between · Tutorial
Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
Gamicrab's solution

1381.
1832E
Combinatorics Problem · Tutorial
Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp
Gamicrab's solution

1382.
1840G1
In Search of Truth (Easy Version) · Tutorial
Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
Gamicrab's solution

1383.
1822G2
Magic Triples (Hard Version) · Tutorial
Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory
Gamicrab's solution

1384.
1848D
Vika and Bonuses · Tutorial
Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search
Gamicrab's solution

1385.
1858D
Trees and Segments · Tutorial
Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
Gamicrab's solution

1386.
1854B
Earn or Unlock · Tutorial
Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
Gamicrab's solution

1387.
1249F
Maximum Weight Subset · Tutorial
Quality: 2,746 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
Gamicrab's solution

1388.
915D
Almost Acyclic Graph · Tutorial
Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
Gamicrab's solution

1389.
1114E
Arithmetic Progression · Tutorial
Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities
Gamicrab's solution

1390.
1092D2
Great Vova Wall (Version 2) · Tutorial
Quality: 3,377 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
Gamicrab's solution

1391.
813E
Army Creation · Tutorial
Quality: 3,114 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
Gamicrab's solution

1392.
1841E
Fill the Matrix · Tutorial
Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
Gamicrab's solution

1393.
1811G2
Vlad and the Nice Paths (hard version) · Tutorial
Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
Gamicrab's solution

1394.
1795E
Explosions? · Tutorial
Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
Gamicrab's solution

1395.
1579G
Minimal Coverage · Tutorial
Quality: 2,748 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp
Gamicrab's solution

1396.
1763E
Node Pairs · Tutorial
Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory
Gamicrab's solution

1397.
1234F
Yet Another Substring Reverse · Tutorial
Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
Gamicrab's solution

1398.
1556E
Equilibrium · Tutorial
Quality: 2,989 global accepts · Rating: 2200 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
Gamicrab's solution

1399.
1580C
Train Maintenance · Tutorial
Quality: 2,238 global accepts · Rating: 2200 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
Gamicrab's solution

1400.
1593G
Changing Brackets · Tutorial
Quality: 1,890 global accepts · Rating: 2200 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy
Gamicrab's solution

1401.
588E
Duff in the Army · Tutorial
Rating: 2200 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
Gamicrab's solution

1402.
1607G
Banquet Preparations 1 · Tutorial
Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Gamicrab's solution

1403.
1607H
Banquet Preparations 2 · Tutorial
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Gamicrab's solution

1404.
1622E
Math Test · Tutorial
Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy
Gamicrab's solution

1405.
1736D
Equal Binary Subsequences · Tutorial
Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings
Gamicrab's solution

1406.
1695D1
Tree Queries (Easy Version) · Tutorial
Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
Gamicrab's solution

1407.
1730D
Prefixes and Suffixes · Tutorial
Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers
Gamicrab's solution

1408.
1717E
Madoka and The Best University · Tutorial
Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Gamicrab's solution

1409.
1721E
Prefix Function Queries · Tutorial
Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
Gamicrab's solution

1410.
369D
Valera and Fools · Tutorial
Quality: 1,284 global accepts · Rating: 2200 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
Gamicrab's solution

1411.
274D
Lovely Matrix · Tutorial
Quality: 1,155 global accepts · Rating: 2200 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings
Gamicrab's solution

1412.
627C
Package Delivery · Tutorial
Quality: 1,313 global accepts · Rating: 2200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy
Gamicrab's solution

1413.
1704E
Count Seconds · Tutorial
Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
Gamicrab's solution

1414.
920G
List Of Integers · Tutorial
Quality: 1,998 global accepts · Rating: 2200 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
Gamicrab's solution

1415.
346C
Number Transformation II · Tutorial
Quality: 1,506 global accepts · Rating: 2200 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Gamicrab's solution

1416.
301D
Yaroslav and Divisors · Tutorial
Quality: 3,022 global accepts · Rating: 2200 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures
Gamicrab's solution

1417.
1503C
Travelling Salesman Problem · Tutorial
Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
Gamicrab's solution

1418.
833B
The Bakery · Tutorial
Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
Gamicrab's solution

1419.
1156E
Special Segments of Permutation · Tutorial
Quality: 4,032 global accepts · Rating: 2200 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
Gamicrab's solution

1420.
27D
Ring Road 2 · Tutorial
Quality: 3,092 global accepts · Rating: 2200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
Gamicrab's solution

1421.
86D
Powerful array · Tutorial
Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers
Gamicrab's solution

1422.
875D
High Cry · Tutorial
Quality: 2,495 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
Gamicrab's solution

1423.
1400E
Clear the Multiset · Tutorial
Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
Gamicrab's solution

1424.
1567E
Non-Decreasing Dilemma · Tutorial
Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math
Gamicrab's solution

1425.
587C
Duff in the Army · Tutorial
Quality: 4,734 global accepts · Rating: 2200 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
Gamicrab's solution

1426.
570D
Tree Requests · Tutorial
Quality: 9,041 global accepts · Rating: 2200 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
Gamicrab's solution

1427.
1537E2
Erase and Extend (Hard Version) · Tutorial
Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
Gamicrab's solution

1428.
282E
Sausage Maximization · Tutorial
Quality: 4,327 global accepts · Rating: 2200 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees
Gamicrab's solution

1429.
406C
Graph Cutting · Tutorial
Rating: 2300 · first AC: 2024-02-16 · last AC: 2026-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Gamicrab's solution

1430.
1938G
Personality Test · Tutorial
Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1431.
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
Gamicrab's solution

1432.
2129C3
Interactive RBS (Hard Version) · Tutorial
Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
Gamicrab's solution

1433.
2124F1
Appending Permutations (Easy Version) · Tutorial
Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
Gamicrab's solution

1434.
2120E
Lanes of Cars · Tutorial
Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search
Gamicrab's solution

1435.
2057E1
Another Exercise on Graphs (Easy Version) · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
Gamicrab's solution

1436.
1983E
I Love Balls · Tutorial
Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
Gamicrab's solution

1437.
1148E
Earth Wind and Fire · Tutorial
Quality: 1,824 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers
Gamicrab's solution

1438.
1404C
Fixed Point Removal · Tutorial
Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
Gamicrab's solution

1439.
1494D
Dogeforces · Tutorial
Quality: 2,820 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
Gamicrab's solution

1440.
487C
Prefix Product Sequence · Tutorial
Quality: 3,080 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

Gamicrab's solution

1441.
1928E
Modular Sequence · Tutorial
Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
Gamicrab's solution

1442.
1203F2
Complete the Projects (hard version) · Tutorial
Quality: 3,315 global accepts · Rating: 2300 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
Gamicrab's solution

1443.
1917D
Yet Another Inversions Problem · Tutorial
Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
Gamicrab's solution

1444.
808E
Selling Souvenirs · Tutorial
Quality: 2,191 global accepts · Rating: 2300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search
Gamicrab's solution

1445.
1870E
Another MEX Problem · Tutorial
Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
Gamicrab's solution

1446.
91C
Ski Base · Tutorial
Quality: 1,011 global accepts · Rating: 2300 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, graphs
Gamicrab's solution

1447.
1228E
Another Filling the Grid · Tutorial
Quality: 3,452 global accepts · Rating: 2300 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
Gamicrab's solution

1448.
90E
Chip Play · Tutorial
Rating: 2300 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
Gamicrab's solution

1449.
1805E
There Should Be a Lot of Maximums · Tutorial
Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
Gamicrab's solution

1450.
1799E
City Union · Tutorial
Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

Gamicrab's solution

1451.
901C
Bipartite Segments · Tutorial
Quality: 1,298 global accepts · Rating: 2300 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers
Gamicrab's solution

1452.
1766E
Decomposition · Tutorial
Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
Gamicrab's solution

1453.
1422D
Returning Home · Tutorial
Quality: 3,191 global accepts · Rating: 2300 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings
Gamicrab's solution

1454.
1748E
Yet Another Array Counting Problem · Tutorial
Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
Gamicrab's solution

1455.
585D
Lizard Era: Beginning · Tutorial
Quality: 2,038 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle
Gamicrab's solution

1456.
1584E
Game with Stones · Tutorial
Quality: 1,470 global accepts · Rating: 2300 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy
Gamicrab's solution

1457.
1592D
Hemose in ICPC ? · Tutorial
Quality: 2,570 global accepts · Rating: 2300 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
Gamicrab's solution

1458.
1594E2
Rubik's Cube Coloring (hard version) · Tutorial
Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, trees
Gamicrab's solution

1459.
1610E
AmShZ and G.O.A.T. · Tutorial
Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
Gamicrab's solution

1460.
1695D2
Tree Queries (Hard Version) · Tutorial

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
Gamicrab's solution

1461.
1015F
Bracket Substring · Tutorial
Quality: 1,477 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
Gamicrab's solution

1462.
1728E
Red-Black Pepper · Tutorial
Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory
Gamicrab's solution

1463.
438D
The Child and Sequence · Tutorial
Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
Gamicrab's solution

1464.
97B
Superset · Tutorial
Quality: 1,000 global accepts · Rating: 2300 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer
Gamicrab's solution

1465.
300E
Empire Strikes Back · Tutorial
Quality: 1,105 global accepts · Rating: 2300 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory
Gamicrab's solution

1466.
1009F
Dominant Indices · Tutorial
Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees
Gamicrab's solution

1467.
1706E
Qpwoeirut and Vertices · Tutorial
Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
Gamicrab's solution

1468.
1699D
Almost Triple Deletions · Tutorial
Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
Gamicrab's solution

1469.
1540B
Tree Array · Tutorial
Quality: 2,989 global accepts · Rating: 2300 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
Gamicrab's solution

1470.
1658D2
388535 (Hard Version) · Tutorial
Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures,

math
Gamicrab's solution

1471.
600E
Lomsat gelral · Tutorial
Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
Gamicrab's solution

1472.
888G
Xor-MST · Tutorial
Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures
Gamicrab's solution

1473.
1938F
Forming Groups · Tutorial
Quality: 932 global accepts · Rating: 2400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1474.
2126G2
Big Wins! (hard version) · Tutorial
Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers
Gamicrab's solution

1475.
2122D
Traffic Lights · Tutorial
Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
Gamicrab's solution

1476.
1978F
Large Graph · Tutorial
Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
Gamicrab's solution

1477.
1979E
Manhattan Triangle · Tutorial
Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
Gamicrab's solution

1478.
1984E
Shuffle · Tutorial
Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
Gamicrab's solution

1479.
1980F2
Field Division (hard version) · Tutorial
Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
Gamicrab's solution

1480.
1957E
Carousel of Combinations · Tutorial

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
Gamicrab's solution

1481.
911F
Tree Destruction · Tutorial
Quality: 2,273 global accepts · Rating: 2400 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
Gamicrab's solution

1482.
798D
Mike and distribution · Tutorial
Quality: 2,167 global accepts · Rating: 2400 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
Gamicrab's solution

1483.
1485F
Copy or Prefix Sum · Tutorial
Quality: 2,331 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, sortings
Gamicrab's solution

1484.
1887C
Minimum Array · Tutorial
Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
Gamicrab's solution

1485.
1886E
I Wanna be the Team Leader · Tutorial
Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
Gamicrab's solution

1486.
375D
Tree and Queries · Tutorial
Quality: 8,916 global accepts · Rating: 2400 · first AC: 2021-11-05 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
Gamicrab's solution

1487.
1605E
Array Equalizer · Tutorial
Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers
Gamicrab's solution

1488.
1598F
RBS · Tutorial
Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
Gamicrab's solution

1489.
1749E
Cactus Wall · Tutorial
Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
Gamicrab's solution

1490.
1736C2
Good Subarrays (Hard Version) · Tutorial
Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers
Gamicrab's solution

1491.
367D
Sereja and Sets · Tutorial
Quality: 688 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar
Gamicrab's solution

1492.
1715E
Long Way Home · Tutorial
Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
Gamicrab's solution

1493.
342E
Xenia and Tree · Tutorial
Quality: 10,836 global accepts · Rating: 2400 · first AC: 2021-09-13 · last AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees
Gamicrab's solution

1494.
835E
The penguin's game · Tutorial
Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
Gamicrab's solution

1495.
1709E
XOR Tree · Tutorial
Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
Gamicrab's solution

1496.
1706D2
Chopping Carrots (Hard Version) · Tutorial
Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
Gamicrab's solution

1497.
332D
Theft of Blueprints · Tutorial
Quality: 417 global accepts · Rating: 2400 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math
Gamicrab's solution

1498.
1000F
One Occurrence · Tutorial
Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
Gamicrab's solution

1499.
914E
Palindromes in a Tree · Tutorial
Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
Gamicrab's solution

1500.
2125E
Sets of Complementary Sums · Tutorial
Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
Gamicrab's solution

1501.
2057E2
Another Exercise on Graphs (hard version) · Tutorial
Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
Gamicrab's solution

1502.
1983F
array-value · Tutorial
Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
Gamicrab's solution

1503.
1976E
Splittable Permutations · Tutorial
Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees
Gamicrab's solution

1504.
1948F
Rare Coins · Tutorial
Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
Gamicrab's solution

1505.
1904E
Tree Queries · Tutorial
Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees
Gamicrab's solution

1506.
23C
Oranges and Apples · Tutorial
Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
Gamicrab's solution

1507.
1918F
Caterpillar on a Tree · Tutorial
Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees
Gamicrab's solution

1508.
1903F
Babysitting · Tutorial
Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees
Gamicrab's solution

1509.
1903D2
Maximum And Queries (hard version) · Tutorial
Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

Gamicrab's solution

1510.
868F
Yet Another Minimization Problem · Tutorial
Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp
Gamicrab's solution

1511.
1689E
ANDfinity · Tutorial
Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
Gamicrab's solution

1512.
1687C
Sanae and Giant Robot · Tutorial
Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
Gamicrab's solution

1513.
1559D2
Mocha and Diana (Hard Version) · Tutorial
Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
Gamicrab's solution

1514.
348C
Subset Sums · Tutorial
Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
Gamicrab's solution

1515.
2129D
Permutation Blackhole · Tutorial
Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
Gamicrab's solution

1516.
2122E
Greedy Grid Counting · Tutorial
Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
Gamicrab's solution

1517.
1994G
Minecraft · Tutorial
Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
Gamicrab's solution

1518.
741C
Arpa’s overnight party and Mehrdad’s silent entering · Tutorial
Quality: 3,118 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Gamicrab's solution

1519.
1793F
Rebrending · Tutorial

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
Gamicrab's solution

1520.
321E
Ciel and Gondolas · Tutorial
Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
Gamicrab's solution

1521.
1270G
Subset with Zero Sum · Tutorial
Quality: 2,959 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
Gamicrab's solution

1522.
1918G
Permutation of Given · Tutorial
Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Gamicrab's solution

1523.
1799F
Halve or Subtract · Tutorial
Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
Gamicrab's solution

1524.
356D
Bags and Coins · Tutorial
Quality: 1,091 global accepts · Rating: 2700 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
Gamicrab's solution

1525.
13E
Holes · Tutorial
Quality: 7,949 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
Gamicrab's solution

1526.
455D
Serega and Fun · Tutorial
Quality: 3,656 global accepts · Rating: 2700 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures
Gamicrab's solution

1527.
1375G
Tree Modification · Tutorial
Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
Gamicrab's solution

1528.
1279F
New Year and Handle Change · Tutorial
Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
Gamicrab's solution

1529.
1039D
You Are Given a Tree · Tutorial

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
Gamicrab's solution

1530.
549F
Yura and Developers · Tutorial
Quality: 1,034 global accepts · Rating: 2800 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
Gamicrab's solution

1531.
1609F
Interesting Sections · Tutorial
Quality: 960 global accepts · Rating: 2800 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
Gamicrab's solution

1532.
741D
Arpa’s letter-marked tree and Mehrdad’s Dokhtar-kosh paths · Tutorial
Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
Gamicrab's solution

1533.
618F
Double Knapsack · Tutorial
Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers
Gamicrab's solution

1534.
1175G
Yet Another Partiton Problem · Tutorial
Quality: 707 global accepts · Rating: 3000 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers
Gamicrab's solution

1535.
765F
Souvenirs · Tutorial
Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures
Gamicrab's solution

1536.
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
Gamicrab's solution

1537.
2214J
Special Problem · Tutorial
Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive
Gamicrab's solution

1538.
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
Gamicrab's solution

1539.
2214C
And? · Tutorial
Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks
Gamicrab's solution

1540.
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
Gamicrab's solution

1541.
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
Gamicrab's solution

1542.
100551A
Connect and Disconnect · Tutorial
Rating: — · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1543.
1056757
A4;C 2CÔ>CR ?D 0C$8C´> C´8Dt=D´E Cä;C„<Cô8C 4
Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1544.
1056756
A5D 5C¤>D„5CÔ=Cä5 D 0Ct1C„5CÔ8CP
Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1545.
1056755
B 0Ct=CäAD$L C¤2C 4D 0D$>C
Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1546.
103414I
Third Group Exam · Tutorial
Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1547.
103414D
Army of Clones · Tutorial
Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1548.
103414E
Haiku · Tutorial
Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1549.
103414J
Computational ethnography · Tutorial
Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1550.
103414B
Guess the Array · Tutorial
Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1551.
`103414A`
Friendly Rooks · Tutorial
Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1552.
`101987B`
Cosmetic Survey · Tutorial
Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1553.
`101987L`
Working Plan · Tutorial
Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1554.
`101987F`
Parentheses · Tutorial
Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1555.
`101987A`
Circuits · Tutorial
Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1556.
`101987K`
TV Show Game · Tutorial
Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1557.
`101987D`
Go Latin · Tutorial
Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1558.
`105537I`
If I Could Turn Back Time · Tutorial
Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1559.
`105537K`
Keyboard Chaos · Tutorial
Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1560.
`105537J`
Just Half is Enough · Tutorial
Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1561.
`105537A`
Another Brick in the Wall · Tutorial
Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1562.
105537F
False Alarm · Tutorial
Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1563.
105505G
Grand Glory Race · Tutorial
Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1564.
105505E
Evereth Expedition · Tutorial
Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1565.
105505J
Jigsaw of Shadows · Tutorial
Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gamicrab's solution

1566.
105505K
Kool Strings · Tutorial
Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1567.
105505F
Finding Privacy · Tutorial
Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1568.
105505A
Append and Panic! · Tutorial
Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1569.
102920G
Mobile Robot · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1570.
102920H
Needle · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1571.
102920L
Two Buildings · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1572.
102920E
Imprecise Computer · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1573.
102920C
Dessert Café · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1574.
102920B
Commemorative Dice · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1575.
102428K
Know your Aliens · Tutorial
Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1576.
102428G
Gluing Pictures · Tutorial
Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1577.
102428I
Improve SPAM · Tutorial
Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1578.
102428L
Leverage MDT · Tutorial
Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1579.
102428E
Eggfruit Cake · Tutorial
Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1580.
102428M
Mountain Ranges · Tutorial
Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
Gamicrab's solution

1581.
1940A
Parallel Universes · Tutorial
Quality: 105 global accepts · Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs
Gamicrab's solution

1582.
104244B
AôCuCÔ:C ?Cä4C @C¤>C
Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gamicrab's solution

1583.
104244D
AôCDSL CD>CÄ>C•
Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gamicrab's solution

1584.
1940B
Three Arrays · Tutorial
Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings
Gamicrab's solution

1585.
100246A
A · Tutorial
Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Gamicrab's solution

1586.
100135A
A · Tutorial
Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
Gamicrab's solution

1587.
100091B
B · Tutorial
Rating: — · first AC: 2022-11-03 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Gamicrab's solution

1588.
1812J
Unmysterious Language · Tutorial
Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-04 · last AC: 2023-04-05 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
Gamicrab's solution

1589.
1812E
Not a Geometry Problem · Tutorial
Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math
Gamicrab's solution

1590.
1812D
Trivial Conjecture · Tutorial
Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory
Gamicrab's solution

1591.
1812A
Are You a Robot? · Tutorial
Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-03 · last AC: 2023-04-03 · PHP (first AC) · Tags: *special, expression parsing, strings
Gamicrab's solution

1592.
100123A
B 8C?2C BC„GCÔKCR CCt>D K
Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
Gamicrab's solution

1593.
101609F
B 8D>C$0CÔ8CP
Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Gamicrab's solution

1594.

101609H

B 0D ?C„AC =C„5 · Tutorial

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

Gamicrab's solution

1595.

101609D

AÔ ?C0AADt5D$K C" AD$@CäN · Tutorial

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

Gamicrab's solution

1596.

101609G

AÔ ?C T4CÔODò 1C„BC$0 · Tutorial

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

Gamicrab's solution

1597.

101609E

B 0C=D´5 Dd8DD@D° · Tutorial

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

Gamicrab's solution

1598.

101609A

AD0C=CÔ>CÄ5D =CäAD$8 · Tutorial

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

Gamicrab's solution

1599.

101609K

AD@Cä1C´5CÔ8CP · Tutorial

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

Gamicrab's solution

1600.

1035336

B >D0B4C„@Cä2C¤0 CD@Cä1CT9 · Tutorial

Rating: — · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

Gamicrab's solution

1601.

1035337

Aä ?D$8Dt5D :C„5 C¤0CÔ0C´K D 2Dô7C€ · Tutorial

Rating: — · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

Gamicrab's solution

1602.

1035335

New Year in Kindergarten · Tutorial

Rating: — · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

Gamicrab's solution

1603.

100633D

LWDB · Tutorial

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

Gamicrab's solution

1604.

100398C

BTWCB<C AD$5D K · Tutorial

Rating: — · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: —

Gamicrab's solution

1605.

101636C

A¤ÎDC„3D4@C FC„>CÔ=D´9 DD0C";

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

Gamicrab's solution

1606.

101636G

AôDCt¸

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

Gamicrab's solution

1607.

101636K

B ÎC„HCT=CÔ>CR ?D >C„7C$5CD5CÔ8CP

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

Gamicrab's solution

1608.

101636A

B$CD 8Ct<

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

Gamicrab's solution

1609.

101636M

A$D AD$0CÔ>C$;CT=C„5 Cô>D ;CT4Cä2C BCT;DÄ=CäAD$8

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

Gamicrab's solution

1610.

101636L

AÎ@CäAD$KCR AD4DDD8C¤AD°

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

Gamicrab's solution

1611.

101580F

B >DD8C ;DÄ=C O D 5D$L

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

Gamicrab's solution

1612.

101580H

B$5CÄ?CT@C BD4@C 2Cä7CDCDT0

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

Gamicrab's solution

1613.

101580G

B 0D 7D 5CD5C´5CÔ8CR @C 1CäB

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

Gamicrab's solution

1614.

101580I

AÄCOC¤0C´LCÔKCR :C´0D AC„:C€

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

Gamicrab's solution

1615.

101580C

B$5D BCä2D´5 Cô>C´5D$K

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

Gamicrab's solution

1616.
101580E
A$:CT:CÔKCR >C JCT:D$K · Tutorial
Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
Gamicrab's solution

1617.
101580D
A5D5CD0Dt0 CD0CÔ=D´E · Tutorial
Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
Gamicrab's solution

1618.
101580A
berPhone · Tutorial
Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
Gamicrab's solution

1619.
101580B
A ND C¤@C BC„O · Tutorial
Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
Gamicrab's solution

1620.
103149A
Shopping Fever · Tutorial
Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —
Gamicrab's solution

1621.
103148B
Luna Likes Love · Tutorial
Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —
Gamicrab's solution

1622.
103148A
Zeros · Tutorial
Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
Gamicrab's solution

1623.
102694B
Dynamic Diameter · Tutorial
Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —
Gamicrab's solution

1624.
100093E
E · Tutorial
Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
Gamicrab's solution

1625.
102893D
Multiple Subject Lessons · Tutorial
Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
Gamicrab's solution

1626.
102893F
SMS from MCHS · Tutorial
Rating: — · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
Gamicrab's solution

1627.
102893A
Bank Transfer · Tutorial
Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
Gamicrab's solution

1628.
103031A
AÔ¤CDÄDt5D" ECTHD$5C4>C Tutorial
Rating: — · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Gamicrab's solution

1629.
1331D
Again? · Tutorial
Quality: 12,102 global accepts · Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
Gamicrab's solution

1630.
1331B
Limericks · Tutorial
Quality: 7,160 global accepts · Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, math, number theory
Gamicrab's solution

1631.
1331A
Is it rated? · Tutorial
Quality: 17,506 global accepts · Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: *special
Gamicrab's solution

1632.
1017145
B4C¸CT=C„5 Dt8D 5C° Tutorial
Rating: — · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Gamicrab's solution

1633.
1017131
B4,D4C„5CÔ8CR CD ?CT2C 5CÄ>D BC€ Tutorial
Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Gamicrab's solution

1634.
1020905
AÔ5C„ACô@C 2CÔKC' <C @D >DT>C@ Tutorial
Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Gamicrab's solution

1635.
1029365
A¤0C5CÔ4C @DÂ =C C´LDD5 Bd5CÔBC 2D 0 Tutorial
Rating: — · first AC: 2021-02-01 · last AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Gamicrab's solution

1636.
1024805
AÄ0C„AC„<C ;DÄ=Cä5 Cô@Cä8Ct2CT4CT=C„5 Tutorial
Rating: — · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
Gamicrab's solution

1637.
1024791
B 0C=CäAD$L C¤2C 4D 0D$>C Tutorial
Rating: — · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Gamicrab's solution

1638.

1029351

AD2C AD$0CÔ:C

Editorial

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

Gamicrab's solution