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Unique solved — Gemini7X

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

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

Filters: none

Count: 965

1.

2205B

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

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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2.

2205A

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

Quality: 17,315 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

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3.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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4.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

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5.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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6.

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

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7.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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8.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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9.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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10.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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11.

2000B

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Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

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12.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

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13.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Gemini7X's solution](#)

14.

2003A

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

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15.

2004A

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Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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16.

1921B

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17.

1921A

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18.

1920A

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19.

1975A

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

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20.

1985B

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Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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21.

1985A

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22.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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23.

1974B

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Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

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24.

1974A

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Quality: 37,925 global accepts · Rating: 800 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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25.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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26.

1844A

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27.

1842A

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28.

1833C

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29.

1833A

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30.

1832A

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31.

1837A

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32.

1798A

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33.

1804A

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34.

1789A

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35.

1776A

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Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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36.

1616A

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37.

1773F

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38.

898A

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39.

1764A

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40.

1474A

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41.

1369A

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42.

1740A

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43.

1750B

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Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

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44.

1750A

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Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

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45.

1672A

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Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

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46.

1672B

[I love AAAB](#) · [Tutorial](#)

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47.

1735A

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48.

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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49.

1716A

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50.

1706A

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

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[Gemini7X's solution](#)

51.

1705A

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

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52.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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53.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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54.

1684B

[Z mod X = C](#) · [Tutorial](#)

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[Gemini7X's solution](#)

55.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings
[Gemini7X's solution](#)

56.

1682A

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57.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

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[Gemini7X's solution](#)

58.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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59.

1661A

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60.

1665A

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61.

1660B

[Vlad and Candies](#) · [Tutorial](#)

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62.

1660A

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63.

1658B

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

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64.

1658A

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

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

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65.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Gemini7X's solution](#)

66.

1654A

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

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67.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Gemini7X's solution](#)

68.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gemini7X's solution](#)

69.

1657A

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Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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70.

1634A

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

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71.

1556A

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Quality: 18,543 global accepts · Rating: 800 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Gemini7X's solution](#)

72.

1626A

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Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

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73.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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74.

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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75.

1594A

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Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

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76.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: math

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77.

1581A

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

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78.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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79.

1574A

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80.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

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81.

1566A

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

Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

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82.

1560C

[Infinity Table](#) · [Tutorial](#)

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83.

1560B

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84.

1560A

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

Quality: 73,518 global accepts · Rating: 800 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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85.

1552A

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Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: sortings, strings

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86.

1553A

[Digits Sum](#) · [Tutorial](#)

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87.

1535A

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Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-04 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: brute force, implementation

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88.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: math

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89.

1529A

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90.

1525A

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91.

1515A

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Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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92.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

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93.

1487A

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Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: implementation, sortings

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94.

1481A

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95.

1438A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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96.

1445A

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Quality: 20,364 global accepts · Rating: 800 · first AC: 2020-11-06 · last AC: 2020-11-12 · GNU C++11 (first AC) · Tags: greedy, sortings

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97.

1443A

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Quality: 16,683 global accepts · Rating: 800 · first AC: 2020-11-02 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math

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98.

1430B

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99.

1409A

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Quality: 80,439 global accepts · Rating: 800 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: greedy, math

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100.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: greedy, strings

[Gemini7X's solution](#)

101.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Gemini7X's solution](#)

102.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: implementation, math

[Gemini7X's solution](#)

103.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, math

[Gemini7X's solution](#)

104.

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math

[Gemini7X's solution](#)

105.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Gemini7X's solution](#)

106.

1385B

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

Quality: 39,593 global accepts · Rating: 800 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy

[Gemini7X's solution](#)

107.

1385A

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

Quality: 43,350 global accepts · Rating: 800 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: math

[Gemini7X's solution](#)

108.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Gemini7X's solution](#)

109.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Gemini7X's solution](#)

110.

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Gemini7X's solution](#)

111.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Gemini7X's solution](#)

112.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Gemini7X's solution](#)

113.

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Gemini7X's solution](#)

114.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[Gemini7X's solution](#)

115.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Gemini7X's solution](#)

116.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Gemini7X's solution](#)

117.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Gemini7X's solution](#)

118.

1699B

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

Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Gemini7X's solution](#)

119.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Gemini7X's solution](#)

120.

1665B

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

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Gemini7X's solution](#)

121.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[Gemini7X's solution](#)

122.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Gemini7X's solution](#)

123.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Gemini7X's solution](#)

124.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, math

[Gemini7X's solution](#)

125.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Gemini7X's solution](#)

126.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Gemini7X's solution](#)

127.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-10 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Gemini7X's solution](#)

128.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Gemini7X's solution](#)

129.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: greedy, math

[Gemini7X's solution](#)

130.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Gemini7X's solution](#)

131.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Gemini7X's solution](#)

132.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: brute force, data structures

[Gemini7X's solution](#)

133.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Gemini7X's solution](#)

134.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Gemini7X's solution](#)

135.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[Gemini7X's solution](#)

136.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gemini7X's solution](#)

137.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Gemini7X's solution](#)

138.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Gemini7X's solution](#)

139.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Gemini7X's solution](#)

140.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Gemini7X's solution](#)

141.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2023-01-01 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Gemini7X's solution](#)

142.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2023-01-01 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Gemini7X's solution](#)

143.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Gemini7X's solution](#)

144.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Gemini7X's solution](#)

145.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Gemini7X's solution](#)

146.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Gemini7X's solution](#)

147.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[Gemini7X's solution](#)

148.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Gemini7X's solution](#)

149.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory
[Gemini7X's solution](#)

150.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[Gemini7X's solution](#)

151.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[Gemini7X's solution](#)

152.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[Gemini7X's solution](#)

153.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Gemini7X's solution](#)

154.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[Gemini7X's solution](#)

155.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[Gemini7X's solution](#)

156.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[Gemini7X's solution](#)

157.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Gemini7X's solution](#)

158.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Gemini7X's solution](#)

159.

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Gemini7X's solution](#)

160.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[Gemini7X's solution](#)

161.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Gemini7X's solution](#)

162.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Gemini7X's solution](#)

163.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Gemini7X's solution](#)

164.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Gemini7X's solution](#)

165.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Gemini7X's solution](#)

166.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Gemini7X's solution](#)

167.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Gemini7X's solution](#)

168.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Gemini7X's solution](#)

169.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,783 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Gemini7X's solution](#)

170.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Gemini7X's solution](#)

171.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Gemini7X's solution](#)

172.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Gemini7X's solution](#)

173.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Gemini7X's solution](#)

174.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Gemini7X's solution](#)

175.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gemini7X's solution](#)

176.

1529B

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

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Gemini7X's solution](#)

177.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-10 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math

[Gemini7X's solution](#)

178.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Gemini7X's solution](#)

179.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Gemini7X's solution](#)

180.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Gemini7X's solution](#)

181.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[Gemini7X's solution](#)

182.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[Gemini7X's solution](#)

183.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
[Gemini7X's solution](#)

184.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math
[Gemini7X's solution](#)

185.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[Gemini7X's solution](#)

186.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Gemini7X's solution](#)

187.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[Gemini7X's solution](#)

188.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[Gemini7X's solution](#)

189.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[Gemini7X's solution](#)

190.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Gemini7X's solution](#)

191.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Gemini7X's solution](#)

192.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Gemini7X's solution](#)

193.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[Gemini7X's solution](#)

194.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Gemini7X's solution](#)

195.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Gemini7X's solution](#)

196.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Gemini7X's solution](#)

197.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Gemini7X's solution](#)

198.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings

[Gemini7X's solution](#)

199.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

[Gemini7X's solution](#)

200.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · last AC: 2021-02-15 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Gemini7X's solution](#)

201.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Gemini7X's solution](#)

202.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[Gemini7X's solution](#)

203.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy

[Gemini7X's solution](#)

204.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Gemini7X's solution](#)

205.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Gemini7X's solution](#)

206.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Gemini7X's solution](#)

207.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Gemini7X's solution](#)

208.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Gemini7X's solution](#)

209.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Gemini7X's solution](#)

210.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Gemini7X's solution](#)

211.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Gemini7X's solution](#)

212.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Gemini7X's solution](#)

213.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Gemini7X's solution](#)

214.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Gemini7X's solution](#)

215.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Gemini7X's solution](#)

216.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Gemini7X's solution](#)

217.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Gemini7X's solution](#)

218.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Gemini7X's solution](#)

219.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Gemini7X's solution](#)

220.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Gemini7X's solution](#)

221.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Gemini7X's solution](#)

222.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Gemini7X's solution](#)

223.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Gemini7X's solution](#)

224.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Gemini7X's solution](#)

225.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Gemini7X's solution](#)

226.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Gemini7X's solution](#)

227.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Gemini7X's solution](#)

228.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force

[Gemini7X's solution](#)

229.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Gemini7X's solution](#)

230.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-02 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[Gemini7X's solution](#)

231.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Gemini7X's solution](#)

232.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,400 global accepts · Rating: 1300 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Gemini7X's solution](#)

233.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Gemini7X's solution](#)

234.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[Gemini7X's solution](#)

235.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Gemini7X's solution](#)

236.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Gemini7X's solution](#)

237.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Gemini7X's solution](#)

238.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[Gemini7X's solution](#)

239.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Gemini7X's solution](#)

240.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Gemini7X's solution](#)

241.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Gemini7X's solution](#)

242.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy,

implementation

[Gemini7X's solution](#)

243.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Gemini7X's solution](#)

244.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Gemini7X's solution](#)

245.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Gemini7X's solution](#)

246.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Gemini7X's solution](#)

247.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Gemini7X's solution](#)

248.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Gemini7X's solution](#)

249.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Gemini7X's solution](#)

250.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Gemini7X's solution](#)

251.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Gemini7X's solution](#)

252.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[Gemini7X's solution](#)

253.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Gemini7X's solution](#)

254.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Gemini7X's solution](#)

255.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Gemini7X's solution](#)

256.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Gemini7X's solution](#)

257.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Gemini7X's solution](#)

258.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Gemini7X's solution](#)

259.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Gemini7X's solution](#)

260.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Gemini7X's solution](#)

261.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Gemini7X's solution](#)

262.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: binary search, dp,

greedy, implementation, strings, two pointers

[Gemini7X's solution](#)

263.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Gemini7X's solution](#)

264.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Gemini7X's solution](#)

265.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-02 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Gemini7X's solution](#)

266.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Gemini7X's solution](#)

267.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: greedy

[Gemini7X's solution](#)

268.

2205C

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

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Gemini7X's solution](#)

269.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Gemini7X's solution](#)

270.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Gemini7X's solution](#)

271.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Gemini7X's solution](#)

272.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Gemini7X's solution](#)

273.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Gemini7X's solution](#)

274.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Gemini7X's solution](#)

275.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gemini7X's solution](#)

276.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Gemini7X's solution](#)

277.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,558 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Gemini7X's solution](#)

278.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Gemini7X's solution](#)

279.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Gemini7X's solution](#)

280.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Gemini7X's solution](#)

281.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Gemini7X's solution](#)

282.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,058 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Gemini7X's solution](#)

283.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-25 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[Gemini7X's solution](#)

284.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Gemini7X's solution](#)

285.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-04 · last AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Gemini7X's solution](#)

286.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[Gemini7X's solution](#)

287.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Gemini7X's solution](#)

288.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Gemini7X's solution](#)

289.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: math, number theory

[Gemini7X's solution](#)

290.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[Gemini7X's solution](#)

291.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Gemini7X's solution](#)

292.

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Gemini7X's solution](#)

293.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Gemini7X's solution](#)

294.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Gemini7X's solution](#)

295.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Gemini7X's solution](#)

296.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

297.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Gemini7X's solution](#)

298.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Gemini7X's solution](#)

299.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Gemini7X's solution](#)

300.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Gemini7X's solution](#)

301.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Gemini7X's solution](#)

302.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Gemini7X's solution](#)

303.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Gemini7X's solution](#)

304.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[Gemini7X's solution](#)

305.

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings
[Gemini7X's solution](#)

306.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[Gemini7X's solution](#)

307.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Gemini7X's solution](#)

308.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Gemini7X's solution](#)

309.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[Gemini7X's solution](#)

310.

1528A

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

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[Gemini7X's solution](#)

311.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[Gemini7X's solution](#)

312.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Gemini7X's solution](#)

313.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

[Gemini7X's solution](#)

314.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Gemini7X's solution](#)

315.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Gemini7X's solution](#)

316.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Gemini7X's solution](#)

317.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Gemini7X's solution](#)

318.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Gemini7X's solution](#)

319.

1529C

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

Rating: 1600 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Gemini7X's solution](#)

320.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Gemini7X's solution](#)

321.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Gemini7X's solution](#)

322.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: binary search, dp

[Gemini7X's solution](#)

323.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Gemini7X's solution](#)

324.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Gemini7X's solution](#)

325.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Gemini7X's solution](#)

326.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Gemini7X's solution](#)

327.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Gemini7X's solution](#)

328.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Gemini7X's solution](#)

329.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Gemini7X's solution](#)

330.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Gemini7X's solution](#)

331.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Gemini7X's solution](#)

332.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2023-01-01 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Gemini7X's solution](#)

333.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Gemini7X's solution](#)

334.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Gemini7X's solution](#)

335.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Gemini7X's solution](#)

336.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Gemini7X's solution](#)

337.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Gemini7X's solution](#)

338.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Gemini7X's solution](#)

339.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Gemini7X's solution](#)

340.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Gemini7X's solution](#)

341.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Gemini7X's solution](#)

342.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Gemini7X's solution](#)

343.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Gemini7X's solution](#)

344.

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Gemini7X's solution](#)

345.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Gemini7X's solution](#)

346.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Gemini7X's solution](#)

347.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Gemini7X's solution](#)

348.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Gemini7X's solution](#)

349.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Gemini7X's solution](#)

350.

1529D

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

Rating: 1700 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Gemini7X's solution](#)

351.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, graphs, interactive

[Gemini7X's solution](#)

352.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Gemini7X's solution](#)

353.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Gemini7X's solution](#)

354.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy

[Gemini7X's solution](#)

355.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Gemini7X's solution](#)

356.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Gemini7X's solution](#)

357.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Gemini7X's solution](#)

358.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gemini7X's solution](#)

359.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Gemini7X's solution](#)

360.

1833G

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

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Gemini7X's solution](#)

361.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Gemini7X's solution](#)

362.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Gemini7X's solution](#)

363.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, trees

[Gemini7X's solution](#)

364.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings
[Gemini7X's solution](#)

365.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[Gemini7X's solution](#)

366.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[Gemini7X's solution](#)

367.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[Gemini7X's solution](#)

368.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[Gemini7X's solution](#)

369.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Gemini7X's solution](#)

370.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Gemini7X's solution](#)

371.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[Gemini7X's solution](#)

372.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings
[Gemini7X's solution](#)

373.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[Gemini7X's solution](#)

374.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy

[Gemini7X's solution](#)

375.

1443F

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

Rating: 1800 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[Gemini7X's solution](#)

376.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Gemini7X's solution](#)

377.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Gemini7X's solution](#)

378.

1443D

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

Rating: 1800 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Gemini7X's solution](#)

379.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Gemini7X's solution](#)

380.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Gemini7X's solution](#)

381.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Gemini7X's solution](#)

382.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Gemini7X's solution](#)

383.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Gemini7X's solution](#)

384.

2001D

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

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Gemini7X's solution](#)

385.

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Gemini7X's solution](#)

386.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Gemini7X's solution](#)

387.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[Gemini7X's solution](#)

388.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Gemini7X's solution](#)

389.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Gemini7X's solution](#)

390.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Gemini7X's solution](#)

391.

294C

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Quality: 4,359 global accepts · Rating: 1900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

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392.

1801C

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Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Gemini7X's solution](#)

393.

1717D

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Quality: 4,864 global accepts · Rating: 1900 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Gemini7X's solution](#)

394.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

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395.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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396.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[Gemini7X's solution](#)

397.

1558B

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Quality: 5,271 global accepts · Rating: 1900 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

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398.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Gemini7X's solution](#)

399.

1700D

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Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

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400.

1679D

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Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

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401.

1673D

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Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Gemini7X's solution](#)

402.

1659D

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Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Gemini7X's solution](#)

403.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Gemini7X's solution](#)

404.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Gemini7X's solution](#)

405.

1648C

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Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Gemini7X's solution](#)

406.

1470B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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407.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Gemini7X's solution](#)

408.

835D

[Palindromic characteristics](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, strings

[Gemini7X's solution](#)

409.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Gemini7X's solution](#)

410.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Gemini7X's solution](#)

411.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Gemini7X's solution](#)

412.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Gemini7X's solution](#)

413.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games

[Gemini7X's solution](#)

414.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Gemini7X's solution](#)

415.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Gemini7X's solution](#)

416.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures

[Gemini7X's solution](#)

417.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Gemini7X's solution](#)

418.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Gemini7X's solution](#)

419.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Gemini7X's solution](#)

420.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Gemini7X's solution](#)

421.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Gemini7X's solution](#)

422.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Gemini7X's solution](#)

423.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Gemini7X's solution](#)

424.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Gemini7X's solution](#)

425.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[Gemini7X's solution](#)

426.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Gemini7X's solution](#)

427.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games
[Gemini7X's solution](#)

428.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[Gemini7X's solution](#)

429.

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
[Gemini7X's solution](#)

430.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[Gemini7X's solution](#)

431.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings
[Gemini7X's solution](#)

432.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[Gemini7X's solution](#)

433.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math
[Gemini7X's solution](#)

434.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[Gemini7X's solution](#)

435.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Gemini7X's solution](#)

436.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Gemini7X's solution](#)

437.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Gemini7X's solution](#)

438.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[Gemini7X's solution](#)

439.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Gemini7X's solution](#)

440.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Gemini7X's solution](#)

441.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Gemini7X's solution](#)

442.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Gemini7X's solution](#)

443.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Gemini7X's solution](#)

444.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Gemini7X's solution](#)

445.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Gemini7X's solution](#)

446.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Gemini7X's solution](#)

447.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, math, number theory

[Gemini7X's solution](#)

448.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Gemini7X's solution](#)

449.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Gemini7X's solution](#)

450.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-09-08 · last AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Gemini7X's solution](#)

451.

1312E

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Quality: 7,382 global accepts · Rating: 2100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Gemini7X's solution](#)

452.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Gemini7X's solution](#)

453.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Gemini7X's solution](#)

454.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Gemini7X's solution](#)

455.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[Gemini7X's solution](#)

456.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

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457.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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458.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

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459.

1000E

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Quality: 6,512 global accepts · Rating: 2100 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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460.

1667B

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Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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461.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Gemini7X's solution](#)

462.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

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463.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Gemini7X's solution](#)

464.

909D

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Quality: 2,107 global accepts · Rating: 2100 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Gemini7X's solution](#)

465.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, strings

[Gemini7X's solution](#)

466.

1575L

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

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Gemini7X's solution](#)

467.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Gemini7X's solution](#)

468.

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Gemini7X's solution](#)

469.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[Gemini7X's solution](#)

470.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-27 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Gemini7X's solution](#)

471.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Gemini7X's solution](#)

472.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Gemini7X's solution](#)

473.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Gemini7X's solution](#)

474.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Gemini7X's solution](#)

475.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Gemini7X's solution](#)

476.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Gemini7X's solution](#)

477.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Gemini7X's solution](#)

478.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Gemini7X's solution](#)

479.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[Gemini7X's solution](#)

480.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[Gemini7X's solution](#)

481.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-27 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Gemini7X's solution](#)

482.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[Gemini7X's solution](#)

483.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Gemini7X's solution](#)

484.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2022-02-10 · last AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Gemini7X's solution](#)

485.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Gemini7X's solution](#)

486.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Gemini7X's solution](#)

487.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[Gemini7X's solution](#)

488.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Gemini7X's solution](#)

489.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Gemini7X's solution](#)

490.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Gemini7X's solution](#)

491.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Gemini7X's solution](#)

492.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Gemini7X's solution](#)

493.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Gemini7X's solution](#)

494.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[Gemini7X's solution](#)

495.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[Gemini7X's solution](#)

496.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2021-11-03 · last AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[Gemini7X's solution](#)

497.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2021-11-05 · last AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Gemini7X's solution](#)

498.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Gemini7X's solution](#)

499.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Gemini7X's solution](#)

500.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Gemini7X's solution](#)

501.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Gemini7X's solution](#)

502.

1504E

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

Rating: 2200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Gemini7X's solution](#)

503.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Gemini7X's solution](#)

504.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Gemini7X's solution](#)

505.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-26 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Gemini7X's solution](#)

506.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[Gemini7X's solution](#)

507.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[Gemini7X's solution](#)

508.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Gemini7X's solution](#)

509.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, hashing, math, number theory

[Gemini7X's solution](#)

510.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Gemini7X's solution](#)

511.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Gemini7X's solution](#)

512.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Gemini7X's solution](#)

513.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Gemini7X's solution](#)

514.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Gemini7X's solution](#)

515.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Gemini7X's solution](#)

516.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Gemini7X's solution](#)

517.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Gemini7X's solution](#)

518.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Gemini7X's solution](#)

519.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Gemini7X's solution](#)

520.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gemini7X's solution](#)

521.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Gemini7X's solution](#)

522.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, math

[Gemini7X's solution](#)

523.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Gemini7X's solution](#)

524.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Gemini7X's solution](#)

525.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Gemini7X's solution](#)

526.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Gemini7X's solution](#)

527.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Gemini7X's solution](#)

528.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Gemini7X's solution](#)

529.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Gemini7X's solution](#)

530.

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

[Gemini7X's solution](#)

531.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[Gemini7X's solution](#)

532.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[Gemini7X's solution](#)

533.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Gemini7X's solution](#)

534.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Gemini7X's solution](#)

535.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gemini7X's solution](#)

536.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-27 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, math

[Gemini7X's solution](#)

537.

1496E

[Garden of the Sun](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Gemini7X's solution](#)

538.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Gemini7X's solution](#)

539.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Gemini7X's solution](#)

540.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, string suffix structures, strings

[Gemini7X's solution](#)

541.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-11-10 · last AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Gemini7X's solution](#)

542.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Gemini7X's solution](#)

543.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Gemini7X's solution](#)

544.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Gemini7X's solution](#)

545.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Gemini7X's solution](#)

546.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Gemini7X's solution](#)

547.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Gemini7X's solution](#)

548.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Gemini7X's solution](#)

549.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Gemini7X's solution](#)

550.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Gemini7X's solution](#)

551.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Gemini7X's solution](#)

552.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Gemini7X's solution](#)

553.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Gemini7X's solution](#)

554.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Gemini7X's solution](#)

555.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Gemini7X's solution](#)

556.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Gemini7X's solution](#)

557.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Gemini7X's solution](#)

558.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Gemini7X's solution](#)

559.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Gemini7X's solution](#)

560.

1138F

[Cooperative Game](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive, math

[Gemini7X's solution](#)

561.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Gemini7X's solution](#)

562.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Gemini7X's solution](#)

563.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Gemini7X's solution](#)

564.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Gemini7X's solution](#)

565.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Gemini7X's solution](#)

566.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Gemini7X's solution](#)

567.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Gemini7X's solution](#)

568.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[Gemini7X's solution](#)

569.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, games, graph matchings

[Gemini7X's solution](#)

570.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Gemini7X's solution](#)

571.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2022-06-17 · last AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Gemini7X's solution](#)

572.

1186F

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

Quality: 998 global accepts · Rating: 2400 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Gemini7X's solution](#)

573.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

divide and conquer, greedy, interactive, math

[Gemini7X's solution](#)

574.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Gemini7X's solution](#)

575.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Gemini7X's solution](#)

576.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Gemini7X's solution](#)

577.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2020-12-15 · last AC: 2022-01-21 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[Gemini7X's solution](#)

578.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-12-02 · last AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Gemini7X's solution](#)

579.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Gemini7X's solution](#)

580.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Gemini7X's solution](#)

581.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-04 · last AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Gemini7X's solution](#)

582.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Gemini7X's solution](#)

583.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: data structures

[Gemini7X's solution](#)

584.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-02 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: brute force, math, two pointers

[Gemini7X's solution](#)

585.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Gemini7X's solution](#)

586.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, geometry

[Gemini7X's solution](#)

587.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Gemini7X's solution](#)

588.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Gemini7X's solution](#)

589.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Gemini7X's solution](#)

590.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Gemini7X's solution](#)

591.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Gemini7X's solution](#)

592.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Gemini7X's solution](#)

593.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[Gemini7X's solution](#)

594.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Gemini7X's solution](#)

595.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Gemini7X's solution](#)

596.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[Gemini7X's solution](#)

597.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Gemini7X's solution](#)

598.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Gemini7X's solution](#)

599.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Gemini7X's solution](#)

600.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Gemini7X's solution](#)

601.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Gemini7X's solution](#)

602.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Gemini7X's solution](#)

603.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[Gemini7X's solution](#)

604.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[Gemini7X's solution](#)

605.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Gemini7X's solution](#)

606.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Gemini7X's solution](#)

607.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Gemini7X's solution](#)

608.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Gemini7X's solution](#)

609.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Gemini7X's solution](#)

610.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Gemini7X's solution](#)

611.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Gemini7X's solution](#)

612.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Gemini7X's solution](#)

613.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Gemini7X's solution](#)

614.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Gemini7X's solution](#)

615.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Gemini7X's solution](#)

616.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Gemini7X's solution](#)

617.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[Gemini7X's solution](#)

618.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[Gemini7X's solution](#)

619.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Gemini7X's solution](#)

620.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Gemini7X's solution](#)

621.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[Gemini7X's solution](#)

622.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-07-15 · last AC: 2021-07-15 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Gemini7X's solution](#)

623.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Gemini7X's solution](#)

624.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Gemini7X's solution](#)

625.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Gemini7X's solution](#)

626.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Gemini7X's solution](#)

627.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Gemini7X's solution](#)

628.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Gemini7X's solution](#)

629.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Gemini7X's solution](#)

630.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-27 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Gemini7X's solution](#)

631.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Gemini7X's solution](#)

632.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Gemini7X's solution](#)

633.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-21 · last AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Gemini7X's solution](#)

634.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Gemini7X's solution](#)

635.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Gemini7X's solution](#)

636.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures

[Gemini7X's solution](#)

637.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Gemini7X's solution](#)

638.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Gemini7X's solution](#)

639.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[Gemini7X's solution](#)

640.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Gemini7X's solution](#)

641.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Gemini7X's solution](#)

642.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[Gemini7X's solution](#)

643.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Gemini7X's solution](#)

644.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Gemini7X's solution](#)

645.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Gemini7X's solution](#)

646.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Gemini7X's solution](#)

647.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Gemini7X's solution](#)

648.

1496F

[BFS Trees](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-03-10 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, shortest paths

[Gemini7X's solution](#)

649.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Gemini7X's solution](#)

650.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-27 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Gemini7X's solution](#)

651.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2023-01-23 · last AC: 2026-03-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Gemini7X's solution](#)

652.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Gemini7X's solution](#)

653.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Gemini7X's solution](#)

654.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Gemini7X's solution](#)

655.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-08 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Gemini7X's solution](#)

656.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[Gemini7X's solution](#)

657.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2700 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, math, matrices

[Gemini7X's solution](#)

658.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[Gemini7X's solution](#)

659.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-04-22 · last AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Gemini7X's solution](#)

660.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Gemini7X's solution](#)

661.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Gemini7X's solution](#)

662.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Gemini7X's solution](#)

663.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games

[Gemini7X's solution](#)

664.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Gemini7X's solution](#)

665.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2021-10-28 · last AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing

[Gemini7X's solution](#)

666.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[Gemini7X's solution](#)

667.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Gemini7X's solution](#)

668.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Gemini7X's solution](#)

669.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Gemini7X's solution](#)

670.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-07-31 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[Gemini7X's solution](#)

671.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Gemini7X's solution](#)

672.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Gemini7X's solution](#)

673.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[Gemini7X's solution](#)

674.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation
[Gemini7X's solution](#)

675.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices
[Gemini7X's solution](#)

676.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings
[Gemini7X's solution](#)

677.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[Gemini7X's solution](#)

678.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Gemini7X's solution](#)

679.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees
[Gemini7X's solution](#)

680.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[Gemini7X's solution](#)

681.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities
[Gemini7X's solution](#)

682.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Gemini7X's solution](#)

683.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[Gemini7X's solution](#)

684.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2022-02-28 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Gemini7X's solution](#)

685.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[Gemini7X's solution](#)

686.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[Gemini7X's solution](#)

687.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[Gemini7X's solution](#)

688.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Gemini7X's solution](#)

689.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, implementation
[Gemini7X's solution](#)

690.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[Gemini7X's solution](#)

691.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
[Gemini7X's solution](#)

692.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[Gemini7X's solution](#)

693.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[Gemini7X's solution](#)

694.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Gemini7X's solution](#)

695.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Gemini7X's solution](#)

696.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Gemini7X's solution](#)

697.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2020-09-27 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: dp

[Gemini7X's solution](#)

698.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2020-08-27 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Gemini7X's solution](#)

699.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Gemini7X's solution](#)

700.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Gemini7X's solution](#)

701.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Gemini7X's solution](#)

702.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[Gemini7X's solution](#)

703.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Gemini7X's solution](#)

704.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Gemini7X's solution](#)

705.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Gemini7X's solution](#)

706.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-01-11 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Gemini7X's solution](#)

707.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Gemini7X's solution](#)

708.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Gemini7X's solution](#)

709.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Gemini7X's solution](#)

710.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math

[Gemini7X's solution](#)

711.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[Gemini7X's solution](#)

712.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle

[Gemini7X's solution](#)

713.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-07-21 · last AC: 2021-07-22 · GNU C++11 (first AC) · Tags: binary search, data structures, flows

[Gemini7X's solution](#)

714.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation

[Gemini7X's solution](#)

715.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[Gemini7X's solution](#)

716.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, trees

[Gemini7X's solution](#)

717.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Gemini7X's solution](#)

718.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[Gemini7X's solution](#)

719.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Gemini7X's solution](#)

720.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Gemini7X's solution](#)

721.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Gemini7X's solution](#)

722.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Gemini7X's solution](#)

723.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Gemini7X's solution](#)

724.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2022-11-21 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[Gemini7X's solution](#)

725.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Gemini7X's solution](#)

726.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Gemini7X's solution](#)

727.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[Gemini7X's solution](#)

728.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2021-07-09 · last AC: 2022-10-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Gemini7X's solution](#)

729.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[Gemini7X's solution](#)

730.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Gemini7X's solution](#)

731.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Gemini7X's solution](#)

732.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Gemini7X's solution](#)

733.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Gemini7X's solution](#)

734.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-07-11 · last AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[Gemini7X's solution](#)

735.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-07-05 · last AC: 2024-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Gemini7X's solution](#)

736.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[Gemini7X's solution](#)

737.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Gemini7X's solution](#)

738.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Gemini7X's solution](#)

739.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Gemini7X's solution](#)

740.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2022-09-09 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Gemini7X's solution](#)

741.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[Gemini7X's solution](#)

742.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Gemini7X's solution](#)

743.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Gemini7X's solution](#)

744.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Gemini7X's solution](#)

745.

720E

[Cipher](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3100 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Gemini7X's solution](#)

746.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[Gemini7X's solution](#)

747.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[Gemini7X's solution](#)

748.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[Gemini7X's solution](#)

749.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math

[Gemini7X's solution](#)

750.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Gemini7X's solution](#)

751.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2021-07-15 · last AC: 2021-07-15 · GNU C++11 (first AC) · Tags: —

[Gemini7X's solution](#)

752.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Gemini7X's solution](#)

753.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[Gemini7X's solution](#)

754.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy

[Gemini7X's solution](#)

755.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2022-02-10 · last AC: 2025-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Gemini7X's solution](#)

756.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[Gemini7X's solution](#)

757.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-07-06 · last AC: 2024-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Gemini7X's solution](#)

758.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[Gemini7X's solution](#)

759.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: matrices, trees

[Gemini7X's solution](#)

760.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 3200 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gemini7X's solution](#)

761.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[Gemini7X's solution](#)

762.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2023-07-06 · last AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Gemini7X's solution](#)

763.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[Gemini7X's solution](#)

764.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Gemini7X's solution](#)

765.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry

[Gemini7X's solution](#)

766.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Gemini7X's solution](#)

767.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Gemini7X's solution](#)

768.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gemini7X's solution](#)

769.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Gemini7X's solution](#)

770.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[Gemini7X's solution](#)

771.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[Gemini7X's solution](#)

772.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Gemini7X's solution](#)

773.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[Gemini7X's solution](#)

774.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Gemini7X's solution](#)

775.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[Gemini7X's solution](#)

776.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-07-12 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: games, graphs

[Gemini7X's solution](#)

777.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Gemini7X's solution](#)

778.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: data structures, geometry, graphs, trees

[Gemini7X's solution](#)

779.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2023-07-07 · last AC: 2024-07-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Gemini7X's solution](#)

780.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Gemini7X's solution](#)

781.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[Gemini7X's solution](#)

782.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[Gemini7X's solution](#)

783.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows, greedy

[Gemini7X's solution](#)

784.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, sortings

[Gemini7X's solution](#)

785.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Gemini7X's solution](#)

786.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Gemini7X's solution](#)

787.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Gemini7X's solution](#)

788.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Gemini7X's solution](#)

789.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Gemini7X's solution](#)

790.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs

[Gemini7X's solution](#)

791.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Gemini7X's solution](#)

792.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Gemini7X's solution](#)

793.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[Gemini7X's solution](#)

794.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Gemini7X's solution](#)

795.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms,

dfs and similar, greedy, trees

[Gemini7X's solution](#)

796.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Gemini7X's solution](#)

797.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Gemini7X's solution](#)

798.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive

[Gemini7X's solution](#)

799.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Gemini7X's solution](#)

800.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2023-07-14 · last AC: 2024-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[Gemini7X's solution](#)

801.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, meet-in-the-middle

[Gemini7X's solution](#)

802.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gemini7X's solution](#)

803.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3500 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Gemini7X's solution](#)

804.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Gemini7X's solution](#)

805.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gemini7X's solution](#)

806.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Gemini7X's solution](#)

807.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Gemini7X's solution](#)

808.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Gemini7X's solution](#)

809.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2021-10-08 · last AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, trees

[Gemini7X's solution](#)

810.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2023-02-16 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[Gemini7X's solution](#)

811.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-09-28 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[Gemini7X's solution](#)

812.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Gemini7X's solution](#)

813.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Gemini7X's solution](#)

814.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[Gemini7X's solution](#)

815.

1267C

[Cactus Revenge](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 3500 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Gemini7X's solution](#)

816.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: games

[Gemini7X's solution](#)

817.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive

[Gemini7X's solution](#)

818.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

819.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

820.

104396K

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

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

821.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

822.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

823.

104396J

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

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

824.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

825.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

826.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

827.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

828.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

829.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

830.

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

831.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

832.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

833.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

834.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

835.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

836.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

837.

105901F

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

838.

105901M

[Flight Tracker](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

839.

105901C

[One Must Imagine Sisyphus Happy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

840.

105901G

[Path Summing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

841.

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

842.

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

843.

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

844.

105851A

[R - do it!](#)

Rating: — · first AC: 2025-04-28 · last AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

845.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

846.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

847.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

848.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

849.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

850.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

851.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

852.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

853.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

854.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

855.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

856.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

857.

104825D

[\ L v e p \[a ~](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

858.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

859.

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

860.

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

861.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

862.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

863.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

864.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

865.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

866.

105494C

[Linear Maze](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

867.

105494D

[Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

868.

105494B

[Ant Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

869.

105494A

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

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

870.

105494H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

871.

105494I

[Study Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Gemini7X's solution](#)

872.

105494E

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Gemini7X's solution](#)

873.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Gemini7X's solution](#)

874.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Gemini7X's solution](#)

875.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Gemini7X's solution](#)

876.

105481K

[Sift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Gemini7X's solution](#)

877.

105481E

[Ojotore™](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Gemini7X's solution](#)

878.

105481G

[~Tupéa](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Gemini7X's solution](#)

879.

105481D

[•yn Sasō](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Gemini7X's solution](#)

880.

105481C

[c0ctn2t](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Gemini7X's solution](#)

881.

105481L

[Ytunka N`](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Gemini7X's solution](#)

882.

105481J

[~0upfjN'](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

883.

105481B

[k0R0Ng/](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

884.

105481A

[r1NtPWQx](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Gemini7X's solution](#)

885.

100917K

[Krotek](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

886.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

887.

104725D

[ÑÑteq:-^ ^0U\\$](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

888.

104725H

[W4EN2n8b](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

889.

104725G

[I%pu0'sh;\[ùb](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

890.

104725F

[g^N5G\[P^•R](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

891.

104725L

[Q1b08b](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

892.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

893.

104725A

[u7xw1jleQ-N](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

894.

104234A

[Square Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

895.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

896.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

897.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

898.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

899.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

900.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Gemini7X's solution](#)

901.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, math

[Gemini7X's solution](#)

902.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

903.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

904.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

905.

104354J

[Mocha I % + u5 Pn8b](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

906.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

907.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

908.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

909.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

910.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

911.

104354I

[epkceal b](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

912.

104354K

[c'R Nk4ep](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

913.

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

914.

104354E

[w6-5n8b](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

915.

104354C

[Toxel NTW&u;](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

916.

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

917.

104354G

[Toxel NTW&u;](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

918.

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

919.

104354A

[Toxel NTW&u;](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

920.

103439D

[LIS Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

921.

103439M

[Many LCS](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

922.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

923.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

924.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

925.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

926.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Gemini7X's solution](#)

927.

101821B

[LIS vs. LDS](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[Gemini7X's solution](#)

928.

102576D

[Clique](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[Gemini7X's solution](#)

929.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[Gemini7X's solution](#)

930.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[Gemini7X's solution](#)

931.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Gemini7X's solution](#)

932.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Gemini7X's solution](#)

933.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Gemini7X's solution](#)

934.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Gemini7X's solution](#)

935.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Gemini7X's solution](#)

936.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Gemini7X's solution](#)

937.

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

938.

102566E

[KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

939.

102566B

[BLAT](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

940.

102566J

[The Sacred Texts](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

941.

102566K

[Security Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

942.

102566H

[Pussycat](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

943.

102566I

[Fast Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

944.

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

945.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

946.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gemini7X's solution](#)

947.

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

948.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

949.

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

950.

101620C

[Cumulative Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

951.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

952.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

953.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

954.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

955.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Gemini7X's solution](#)

956.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gemini7X's solution](#)

957.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

958.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

959.

102056E

[Immortal ... Universe](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · last AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gemini7X's solution](#)

960.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gemini7X's solution](#)

961.

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: —

[Gemini7X's solution](#)

962.

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: —

[Gemini7X's solution](#)

963.

392E

[Deleting Substrings](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2021-07-09 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: —

[Gemini7X's solution](#)

964.

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: —

[Gemini7X's solution](#)

965.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: —

[Gemini7X's solution](#)