CF Elite Tracker

https://cfelitetracker.vercel.app

Unique solved — Gheal

Links: problem (problemset), Tutorial, submission (first AC).
Sort: Problem rating · easier first
Filters: none
Count: 2,182

1.
2211A
Antimedian Deletion · Tutorial
Quality: 16,097 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
Gheal's solution

2.
2207A
1-1 · Tutorial
Quality: 13,691 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
Gheal's solution

3.
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
Gheal's solution

4.
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
Gheal's solution

5.
2178A
Yes or Yes · Tutorial
Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
Gheal's solution

6.
2172A
ASCII Art Contest · Tutorial
Quality: 14,561 global accepts · Rating: 800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
Gheal's solution

7.
2157A
Dungeon Equilibrium · Tutorial
Quality: 16,507 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
Gheal's solution

8.
2161A
Round Trip · Tutorial
Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math
Gheal's solution

9.
2162A
Beautiful Average · Tutorial
Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
Gheal's solution

10.
2152A
Increase or Smash · Tutorial
Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
Gheal's solution

11.
2147A
Shortest Increasing Path · Tutorial
Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

12.
2143A
All Lengths Subtraction · Tutorial
Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers
Gheal's solution

13.
2144A
Cut the Array · Tutorial
Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
Gheal's solution

14.
2148B
Lasers · Tutorial
Quality: 33,056 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
Gheal's solution

15.
2148A
Sublime Sequence · Tutorial
Quality: 47,439 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math
Gheal's solution

16.
2134A
Painting With Two Colors · Tutorial
Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
Gheal's solution

17.
2123B
Tournament · Tutorial
Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
Gheal's solution

18.
2123A
Blackboard Game · Tutorial
Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
Gheal's solution

19.
2096A
Wonderful Sticks · Tutorial
Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

20.
2084A
Max and Mod · Tutorial
Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
Gheal's solution

21.
2062A
String · Tutorial
Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
Gheal's solution

22.
2053A
Tender Carpenter · Tutorial
Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
Gheal's solution

23.
2048A
Kevin and Combination Lock · Tutorial
Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
Gheal's solution

24.
1950A
Stair, Peak, or Neither? · Tutorial
Quality: 69,458 global accepts · Rating: 800 · first AC: 2024-11-30 · last AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation
Gheal's solution

25.
2034A
King Keykhosrow's Mystery · Tutorial
Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
Gheal's solution

26.
2039A
Shohag Loves Mod · Tutorial
Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
Gheal's solution

27.
2035A
Sliding · Tutorial
Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
Gheal's solution

28.
2021A
Meaning Mean · Tutorial
Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
Gheal's solution

29.
2020A
Find Minimum Operations · Tutorial
Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
Gheal's solution

30.
1995A
Diagonals · Tutorial
Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
Gheal's solution

31.
1994A
Diverse Game · Tutorial
Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
Gheal's solution

32.
1969A
Two Friends · Tutorial
Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
Gheal's solution

33.
1948A
Special Characters · Tutorial
Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
Gheal's solution

34.
1942A
Farmer John's Challenge · Tutorial
Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

35.
1930A
Maximise The Score · Tutorial
Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Gheal's solution

36.
1919B
Plus-Minus Split · Tutorial
Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Gheal's solution

37.
1919A
Wallet Exchange · Tutorial
Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math
Gheal's solution

38.
1916A
2023 · Tutorial
Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
Gheal's solution

39.
1909A
Distinct Buttons · Tutorial
Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Gheal's solution

40.
1902A
Binary Imbalance · Tutorial
Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
Gheal's solution

41.
952A
Quirky Quantifiers · Tutorial
Quality: 11,976 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, math
Gheal's solution

42.
1870A
MEXanized Array · Tutorial
Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

43.
630A
Again Twenty Five! · Tutorial
Quality: 93,537 global accepts · Rating: 800 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: number theory
Gheal's solution

44.
1844A
Subtraction Game · Tutorial
Quality: 25,960 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
Gheal's solution

45.
1847A
The Man who became a God · Tutorial
Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Gheal's solution

46.
1845A
Forbidden Integer · Tutorial
Quality: 47,384 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
Gheal's solution

47.
1843C
Sum in Binary Tree · Tutorial
Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees
Gheal's solution

48.
1843B
Long Long · Tutorial
Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers
Gheal's solution

49.
1843A
Sasha and Array Coloring · Tutorial
Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
Gheal's solution

50.
1837A
Grasshopper on a Line · Tutorial
Quality: 54,858 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

51.
1823A
A-characteristic · Tutorial
Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
Gheal's solution

52.
1809A
Garland · Tutorial
Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

53.
1804A
Lame King · Tutorial
Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

54.
1796A
Typical Interview Problem · Tutorial
Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
Gheal's solution

55.
1776A
Walking Boy · Tutorial
Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

56.
1787A
Exponential Equation · Tutorial
Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

57.
1782A
Parallel Projection · Tutorial
Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
Gheal's solution

58.
1783A
Make it Beautiful · Tutorial
Quality: 48,758 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
Gheal's solution

59.
1779A
Hall of Fame · Tutorial
Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
Gheal's solution

60.
1731A
Joey Takes Money · Tutorial
Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

61.
1774A
Add Plus Minus Sign · Tutorial
Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Gheal's solution

62.
1764A
Doremy's Paint · Tutorial
Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Gheal's solution

63.
1758A
SSeeeeiinngg DDoouubbllee · Tutorial
Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
Gheal's solution

64.
78A
Haiku · Tutorial
Quality: 15,436 global accepts · Rating: 800 · first AC: 2021-12-03 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Gheal's solution

65.
112A
Petya and Strings · Tutorial
Quality: 287,310 global accepts · Rating: 800 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

66.
855A
Tom Riddle's Diary · Tutorial
Quality: 27,350 global accepts · Rating: 800 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
Gheal's solution

67.
1738A
Glory Addicts · Tutorial
Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
Gheal's solution

68.
1721A
Image · Tutorial
Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
Gheal's solution

69.
1715A
Crossmarket · Tutorial
Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

70.
1709A
Three Doors · Tutorial
Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
Gheal's solution

71.
1691A
Beat The Odds · Tutorial
Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Gheal's solution

72.
1674B
Dictionary · Tutorial
Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

Gheal's solution

73.
1674A
Number Transformation · Tutorial
Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

74.
1672B
I love AAAB · Tutorial
Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

75.
1672A
Log Chopping · Tutorial
Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math
Gheal's solution

76.
1671A
String Building · Tutorial
Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

77.
1669C
Odd/Even Increments · Tutorial
Quality: 41,484 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Gheal's solution

78.
1669B
Triple · Tutorial
Quality: 55,553 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
Gheal's solution

79.
1669A
Division? · Tutorial
Quality: 88,565 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

80.
1665A
GCD vs LCM · Tutorial
Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

81.
1661A
Array Balancing · Tutorial
Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

82.
1635B
Avoid Local Maximums · Tutorial
Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

83.
1635A
Min Or Sum · Tutorial
Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

Gheal's solution

84.
1658A
Marin and Photoshoot · Tutorial
Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
Gheal's solution

85.
1658B
Marin and Anti-coprime Permutation · Tutorial
Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
Gheal's solution

86.
1660B
Vlad and Candies · Tutorial
Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

87.
1660A
Vasya and Coins · Tutorial
Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

88.
1651B
Prove Him Wrong · Tutorial
Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

89.
1651A
Playoff · Tutorial
Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

90.
1650A
Deletions of Two Adjacent Letters · Tutorial
Quality: 37,309 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

91.
1646B
Quality vs Quantity · Tutorial
Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
Gheal's solution

92.
1646A
Square Counting · Tutorial
Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

93.
1637A
Sorting Parts · Tutorial
Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
Gheal's solution

94.
1634A
Reverse and Concatenate · Tutorial

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Gheal's solution

95.
1629A
Download More RAM · Tutorial
Quality: 30,928 global accepts · Rating: 800 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
Gheal's solution

96.
1629B
GCD Arrays · Tutorial
Quality: 25,285 global accepts · Rating: 800 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Gheal's solution

97.
1632A
ABC · Tutorial
Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

98.
1626A
Equidistant Letters · Tutorial
Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
Gheal's solution

99.
1627A
Not Shading · Tutorial
Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

100.
1624A
Plus One on the Subset · Tutorial
Quality: 60,284 global accepts · Rating: 800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math
Gheal's solution

101.
1616A
Integer Diversity · Tutorial
Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Gheal's solution

102.
1623A
Robot Cleaner · Tutorial
Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
Gheal's solution

103.
1622A
Construct a Rectangle · Tutorial
Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
Gheal's solution

104.
1619B
Squares and Cubes · Tutorial
Quality: 32,948 global accepts · Rating: 800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Gheal's solution

105.
1619A
Square String? · Tutorial

Quality: 62,830 global accepts · Rating: 800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Gheal's solution

106.
1617A
Forbidden Subsequence · Tutorial
Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
Gheal's solution

107.
1620A
Equal or Not Equal · Tutorial
Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation
Gheal's solution

108.
80A
Panoramix's Prediction · Tutorial
Quality: 66,322 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force
Gheal's solution

109.
59A
Word · Tutorial
Quality: 227,987 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Gheal's solution

110.
49A
Sleuth · Tutorial
Quality: 15,269 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Gheal's solution

111.
47A
Triangular numbers · Tutorial
Quality: 18,176 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
Gheal's solution

112.
46A
Ball Game · Tutorial
Quality: 9,935 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
Gheal's solution

113.
41A
Translation · Tutorial
Quality: 188,493 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Gheal's solution

114.
38A
Army · Tutorial
Quality: 26,489 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Gheal's solution

115.
34A
Reconnaissance 2 · Tutorial
Quality: 34,690 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Gheal's solution

116.
32B
Borze · Tutorial
Quality: 79,769 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation
Gheal's solution

117.
32A
Reconnaissance · Tutorial
Quality: 14,895 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force
Gheal's solution

118.
22A
Second Order Statistics · Tutorial
Quality: 27,089 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force
Gheal's solution

119.
16A
Flag · Tutorial
Quality: 17,255 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Gheal's solution

120.
14A
Letter · Tutorial
Quality: 12,400 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Gheal's solution

121.
12A
Super Agent · Tutorial
Quality: 15,430 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Gheal's solution

122.
9A
Die Roll · Tutorial
Quality: 69,688 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
Gheal's solution

123.
1614A
Divan and a Store · Tutorial
Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
Gheal's solution

124.
1611B
Team Composition: Programmers and Mathematicians · Tutorial
Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
Gheal's solution

125.
1611A
Make Even · Tutorial
Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

126.
1612A
Distance · Tutorial
Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

Gheal's solution

127.
1605A
A.M. Deviation · Tutorial
Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
Gheal's solution

128.
1607A
Linear Keyboard · Tutorial
Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
Gheal's solution

129.
1574A
Regular Bracket Sequences · Tutorial
Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
Gheal's solution

130.
1573A
Countdown · Tutorial
Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy
Gheal's solution

131.
1566B
MIN-MEX Cut · Tutorial
Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
Gheal's solution

132.
1566A
Median Maximization · Tutorial
Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
Gheal's solution

133.
1569A
Balanced Substring · Tutorial
Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
Gheal's solution

134.
1556A
A Variety of Operations · Tutorial
Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math
Gheal's solution

135.
1549B
Gregor and the Pawn Game · Tutorial
Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
Gheal's solution

136.
1549A
Gregor and Cryptography · Tutorial
Quality: 35,567 global accepts · Rating: 800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
Gheal's solution

137.
1552A
Subsequence Permutation · Tutorial

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings
Gheal's solution

138.
1551B1
Wonderful Coloring - 1 · Tutorial
Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
Gheal's solution

139.
1551A
Polycarp and Coins · Tutorial
Quality: 58,364 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
Gheal's solution

140.
1553A
Digits Sum · Tutorial
Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
Gheal's solution

141.
1550A
Find The Array · Tutorial
Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
Gheal's solution

142.
1547B
Alphabetical Strings · Tutorial
Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
Gheal's solution

143.
1547A
Shortest Path with Obstacle · Tutorial
Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
Gheal's solution

144.
1539B
Love Song · Tutorial
Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings
Gheal's solution

145.
1534A
Colour the Flag · Tutorial
Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
Gheal's solution

146.
1536A
Omkar and Bad Story · Tutorial
Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
Gheal's solution

147.
1538B
Friends and Candies · Tutorial
Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
Gheal's solution

148.
1538A
Stone Game · Tutorial
Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

Gheal's solution

149.
1535A
Fair Playoff · Tutorial
Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
Gheal's solution

150.
1523A
Game of Life · Tutorial
Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation
Gheal's solution

151.
1527A
And Then There Were K · Tutorial
Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks
Gheal's solution

152.
1526A
Mean Inequality · Tutorial
Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
Gheal's solution

153.
1529A
Eshag Loves Big Arrays · Tutorial
Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

154.
1516A
Tit for Tat · Tutorial
Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
Gheal's solution

155.
1520B
Ordinary Numbers · Tutorial
Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
Gheal's solution

156.
1520A
Do Not Be Distracted! · Tutorial
Quality: 58,465 global accepts · Rating: 800 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
Gheal's solution

157.
1517A
Sum of 2050 · Tutorial
Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
Gheal's solution

158.
1514A
Perfectly Imperfect Array · Tutorial
Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
Gheal's solution

159.
1511A
Review Site · Tutorial
Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

Gheal's solution

160.
1497A
Meximization · Tutorial
Quality: 26,098 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
Gheal's solution

161.
1493A
Anti-knapsack · Tutorial
Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

162.
1491A
K-th Largest Value · Tutorial
Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
Gheal's solution

163.
1480A
Yet Another String Game · Tutorial
Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
Gheal's solution

164.
1490A
Dense Array · Tutorial
Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

165.
1481A
Space Navigation · Tutorial
Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Gheal's solution

166.
1478A
Nezzar and Colorful Balls · Tutorial
Quality: 28,014 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Gheal's solution

167.
1474A
Puzzle From the Future · Tutorial
Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
Gheal's solution

168.
1473A
Replacing Elements · Tutorial
Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings
Gheal's solution

169.
1472B
Fair Division · Tutorial
Quality: 59,852 global accepts · Rating: 800 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
Gheal's solution

170.
1472A
Cards for Friends · Tutorial
Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

Gheal's solution

171.
1466B
Last minute enhancements · Tutorial
Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
Gheal's solution

172.
1466A
Bovine Dilemma · Tutorial
Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
Gheal's solution

173.
1468E
Four Segments · Tutorial
Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

174.
1462A
Favorite Sequence · Tutorial
Quality: 48,979 global accepts · Rating: 800 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
Gheal's solution

175.
1462B
Last Year's Substring · Tutorial
Quality: 29,176 global accepts · Rating: 800 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
Gheal's solution

176.
1461A
String Generation · Tutorial
Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

177.
1450A
Avoid Trygub · Tutorial
Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
Gheal's solution

178.
1455A
Strange Functions · Tutorial
Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Gheal's solution

179.
1454B
Unique Bid Auction · Tutorial
Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

180.
1454A
Special Permutation · Tutorial
Quality: 44,064 global accepts · Rating: 800 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities
Gheal's solution

181.
1451A
Subtract or Divide · Tutorial
Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

Gheal's solution

182.
1452C
Two Brackets · Tutorial
Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

183.
1452A
Robot Program · Tutorial
Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

184.
1440A
Buy the String · Tutorial
Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

185.
1438A
Specific Tastes of Andre · Tutorial
Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

186.
1445A
Array Rearrangment · Tutorial
Quality: 20,364 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Gheal's solution

187.
1428A
Box is Pull · Tutorial
Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

188.
1437A
Marketing Scheme · Tutorial
Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Gheal's solution

189.
1435A
Finding Sasuke · Tutorial
Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

190.
1436A
Reorder · Tutorial
Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

191.
1228A
Distinct Digits · Tutorial
Quality: 23,293 global accepts · Rating: 800 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Gheal's solution

192.
1433B
Yet Another Bookshelf · Tutorial

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

193.
1433A
Boring Apartments · Tutorial
Quality: 62,659 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

194.
1421A
XORwice · Tutorial
Quality: 35,481 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
Gheal's solution

195.
1430B
Barrels · Tutorial
Quality: 20,279 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
Gheal's solution

196.
1422A
Fence · Tutorial
Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
Gheal's solution

197.
1408A
Circle Coloring · Tutorial
Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

198.
1426A
Floor Number · Tutorial
Quality: 54,968 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

199.
1405A
Permutation Forgery · Tutorial
Quality: 21,908 global accepts · Rating: 800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

200.
1409A
Yet Another Two Integers Problem · Tutorial
Quality: 80,436 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

201.
1269A
Equation · Tutorial
Quality: 24,103 global accepts · Rating: 800 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Gheal's solution

202.
1400A
String Similarity · Tutorial
Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
Gheal's solution

203.
1392B
Omkar and Infinity Clock · Tutorial
Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

Gheal's solution

204.
1392A
Omkar and Password · Tutorial
Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

205.
1398B
Substring Removal Game · Tutorial
Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
Gheal's solution

206.
1398A
Bad Triangle · Tutorial
Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
Gheal's solution

207.
1391B
Fix You · Tutorial
Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
Gheal's solution

208.
1391A
Suborrays · Tutorial
Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

209.
1393A
Rainbow Dash, Fluttershy and Chess Coloring · Tutorial
Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

210.
1399B
Gifts Fixing · Tutorial
Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

211.
1399A
Remove Smallest · Tutorial
Quality: 80,612 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Gheal's solution

212.
1388A
Captain Flint and Crew Recruitment · Tutorial
Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
Gheal's solution

213.
1389A
LCM Problem · Tutorial
Quality: 49,884 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
Gheal's solution

214.
832A
Sasha and Sticks · Tutorial

Quality: 22,148 global accepts · Rating: 800 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math
Gheal's solution

215.
959A
Mahmoud and Ehab and the even-odd game · Tutorial
Quality: 55,676 global accepts · Rating: 800 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math
Gheal's solution

216.
1382A
Common Subsequence · Tutorial
Quality: 27,362 global accepts · Rating: 800 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force
Gheal's solution

217.
1385B
Restore the Permutation by Merger · Tutorial
Quality: 39,593 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

218.
1385A
Three Pairwise Maximums · Tutorial
Quality: 43,350 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

219.
469A
I Wanna Be the Guy · Tutorial
Quality: 121,224 global accepts · Rating: 800 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

220.
1372A
Omkar and Completion · Tutorial
Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

221.
1371A
Magical Sticks · Tutorial
Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

222.
1374A
Required Remainder · Tutorial
Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

223.
910A
The Way to Home · Tutorial
Quality: 13,997 global accepts · Rating: 800 · first AC: 2020-06-28 · last AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation
Gheal's solution

224.
1369A
FashionabLee · Tutorial
Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
Gheal's solution

225.
1370A
Maximum GCD · Tutorial
Quality: 64,485 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
Gheal's solution

226.
1368A
C+= · Tutorial
Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
Gheal's solution

227.
1367B
Even Array · Tutorial
Quality: 63,953 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

228.
1367A
Short Substrings · Tutorial
Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

229.
1358A
Park Lighting · Tutorial
Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

230.
1360B
Honest Coach · Tutorial
Quality: 53,730 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Gheal's solution

231.
1360A
Minimal Square · Tutorial
Quality: 57,103 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

232.
1347C
Sum of Round Numbers · Tutorial
Rating: 800 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation
Gheal's solution

233.
1347A
A+B (Trial Problem) · Tutorial
Rating: 800 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special
Gheal's solution

234.
282A
Bit++ · Tutorial
Quality: 358,374 global accepts · Rating: 800 · first AC: 2020-05-19 · Kotlin 1.4 (first AC) · Tags: implementation
Gheal's solution

235.
50A
Domino piling · Tutorial
Quality: 318,790 global accepts · Rating: 800 · first AC: 2020-05-19 · Kotlin 1.4 (first AC) · Tags: greedy, math

Gheal's solution

236.
231A
Team · Tutorial
Quality: 430,354 global accepts · Rating: 800 · first AC: 2020-05-19 · Kotlin 1.4 (first AC) · Tags: brute force, greedy
Gheal's solution

237.
158A
Next Round · Tutorial
Quality: 320,543 global accepts · Rating: 800 · first AC: 2020-05-19 · Kotlin 1.4 (first AC) · Tags: *special, implementation
Gheal's solution

238.
1353B
Two Arrays And Swaps · Tutorial
Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Gheal's solution

239.
1353A
Most Unstable Array · Tutorial
Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

240.
1352A
Sum of Round Numbers · Tutorial
Quality: 104,151 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

241.
1351A
A+B (Trial Problem) · Tutorial
Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

242.
734A
Anton and Danik · Tutorial
Quality: 195,572 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

243.
1348A
Phoenix and Balance · Tutorial
Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

244.
785A
Anton and Polyhedrons · Tutorial
Quality: 110,974 global accepts · Rating: 800 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

245.
1307A
Cow and Haybales · Tutorial
Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

246.
1304A
Two Rabbits · Tutorial
Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math

Gheal's solution

247.
1343B
Balanced Array · Tutorial
Quality: 65,153 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

248.
1337A
Ichihime and Triangle · Tutorial
Quality: 42,914 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

249.
1335A
Candies and Two Sisters · Tutorial
Quality: 104,813 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

250.
987A
Infinity Gauntlet · Tutorial
Quality: 17,503 global accepts · Rating: 800 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

251.
1328A
Divisibility Problem · Tutorial
Quality: 131,930 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

252.
1325B
CopyCopyCopyCopyCopy · Tutorial
Quality: 38,826 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

253.
1325A
EhAb AnD gCd · Tutorial
Quality: 46,210 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
Gheal's solution

254.
1312A
Two Regular Polygons · Tutorial
Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory
Gheal's solution

255.
1316A
Grade Allocation · Tutorial
Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

256.
1311A
Add Odd or Subtract Even · Tutorial
Quality: 46,275 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Gheal's solution

257.
1315A
Dead Pixel · Tutorial
Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

Gheal's solution

258.
1301A
Three Strings · Tutorial
Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

259.
1303A
Erasing Zeroes · Tutorial
Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

260.
1300A
Non-zero · Tutorial
Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

261.
1296A
Array with Odd Sum · Tutorial
Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

262.
1285A
Mezo Playing Zoma · Tutorial
Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

263.
1284A
New Year and Naming · Tutorial
Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

264.
1270A
Card Game · Tutorial
Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
Gheal's solution

265.
1283A
Minutes Before the New Year · Tutorial
Quality: 61,304 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

266.
1255A
Changing Volume · Tutorial
Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

267.
1257A
Two Rival Students · Tutorial
Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

268.
1243A
Maximum Square · Tutorial
Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

Gheal's solution

269.
271A
Beautiful Year · Tutorial
Quality: 177,771 global accepts · Rating: 800 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force
Gheal's solution

270.
61A
Ultra-Fast Mathematician · Tutorial
Quality: 136,230 global accepts · Rating: 800 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

271.
1249A
Yet Another Dividing into Teams · Tutorial
Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

272.
1236A
Stones · Tutorial
Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Gheal's solution

273.
1244A
Pens and Pencils · Tutorial
Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

274.
4A
Watermelon · Tutorial
Quality: 688,018 global accepts · Rating: 800 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Gheal's solution

275.
1234A
Equalize Prices Again · Tutorial
Quality: 29,555 global accepts · Rating: 800 · first AC: 2019-10-02 · last AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

276.
2178B
Impost or Sus · Tutorial
Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
Gheal's solution

277.
2157B
Expansion Plan 2 · Tutorial
Quality: 12,902 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
Gheal's solution

278.
2148C
Pacer · Tutorial
Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
Gheal's solution

279.
2062B
Clockwork · Tutorial
Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · last AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

Gheal's solution

280.
2048B
Kevin and Permutation · Tutorial
Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

281.
1089L
Lazyland · Tutorial
Quality: 4,717 global accepts · Rating: 900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

282.
1267B
Balls of Buma · Tutorial
Quality: 4,538 global accepts · Rating: 900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

283.
2035B
Everyone Loves Tres · Tutorial
Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
Gheal's solution

284.
1990A
Submission Bait · Tutorial
Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings
Gheal's solution

285.
1973A
Chess For Three · Tutorial
Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
Gheal's solution

286.
1954A
Painting the Ribbon · Tutorial
Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

287.
1845B
Come Together · Tutorial
Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
Gheal's solution

288.
1837B
Comparison String · Tutorial
Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

289.
1823B
Sort with Step · Tutorial
Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
Gheal's solution

290.
1779B
MKnez's ConstructiveForces Task · Tutorial
Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

Gheal's solution

291.
1771A
Hossam and Combinatorics · Tutorial
Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
Gheal's solution

292.
1764B
Doremy's Perfect Math Class · Tutorial
Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Gheal's solution

293.
1758B
XOR = Average · Tutorial
Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
Gheal's solution

294.
44A
Indian Summer · Tutorial
Quality: 17,495 global accepts · Rating: 900 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

295.
1726A
Mainak and Array · Tutorial
Quality: 36,564 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
Gheal's solution

296.
1720A
Burenka Plays with Fractions · Tutorial
Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
Gheal's solution

297.
1709B
Also Try Minecraft · Tutorial
Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
Gheal's solution

298.
1650B
DIV + MOD · Tutorial
Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

299.
1624B
Make AP · Tutorial
Quality: 52,961 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Gheal's solution

300.
1617B
GCD Problem · Tutorial
Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
Gheal's solution

301.
1613A
Long Comparison · Tutorial
Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

Gheal's solution

302.
1612B
Special Permutation · Tutorial
Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

303.
1607B
Odd Grasshopper · Tutorial
Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math
Gheal's solution

304.
1606A
AB Balance · Tutorial
Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings
Gheal's solution

305.
1555A
PizzaForces · Tutorial
Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
Gheal's solution

306.
1535B
Array Reodering · Tutorial
Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings
Gheal's solution

307.
1505A
Is it rated - 2 · Tutorial
Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
Gheal's solution

308.
1480B
The Great Hero · Tutorial
Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
Gheal's solution

309.
1494A
ABC String · Tutorial
Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
Gheal's solution

310.
1486A
Shifting Stacks · Tutorial
Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

311.
1475B
New Year's Number · Tutorial
Quality: 57,266 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
Gheal's solution

312.
1475A
Odd Divisor · Tutorial
Quality: 86,848 global accepts · Rating: 900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

Gheal's solution

313.
1467A
Wizard of Orz · Tutorial
Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

314.
1471A
Strange Partition · Tutorial
Quality: 38,220 global accepts · Rating: 900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
Gheal's solution

315.
1468N
Waste Sorting · Tutorial
Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
Gheal's solution

316.
1462C
Unique Number · Tutorial
Quality: 36,451 global accepts · Rating: 900 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Gheal's solution

317.
1451B
Non-Substring Subsequence · Tutorial
Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
Gheal's solution

318.
1440B
Sum of Medians · Tutorial
Quality: 30,345 global accepts · Rating: 900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

319.
1445B
Elimination · Tutorial
Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

320.
1436B
Prime Square · Tutorial
Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

321.
1433C
Dominant Piranha · Tutorial
Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

322.
1430A
Number of Apartments · Tutorial
Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
Gheal's solution

323.
1427A
Avoiding Zero · Tutorial
Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

Gheal's solution

324.
1419A
Digit Game · Tutorial
Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
Gheal's solution

325.
1426B
Symmetric Matrix · Tutorial
Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

326.
1420A
Cubes Sorting · Tutorial
Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
Gheal's solution

327.
1406A
Subset Mex · Tutorial
Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Gheal's solution

328.
1401A
Distance and Axis · Tutorial
Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

329.
1380A
Three Indices · Tutorial
Quality: 40,083 global accepts · Rating: 900 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
Gheal's solution

330.
1374B
Multiply by 2, divide by 6 · Tutorial
Quality: 71,594 global accepts · Rating: 900 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

331.
1373B
01 Game · Tutorial
Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games
Gheal's solution

332.
1347B
Square? · Tutorial
Rating: 900 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math
Gheal's solution

333.
1354A
Alarm Clock · Tutorial
Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

334.
1351B
Square? · Tutorial
Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

Gheal's solution

335.
1341A
Nastya and Rice · Tutorial
Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

336.
1343A
Candies · Tutorial
Quality: 53,397 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Gheal's solution

337.
1337B
Kana and Dragon Quest game · Tutorial
Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Gheal's solution

338.
1335B
Construct the String · Tutorial
Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

339.
1339A
Filling Diamonds · Tutorial
Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
Gheal's solution

340.
1330A
Dreamoon and Ranking Collection · Tutorial
Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

341.
1326B
Maximums · Tutorial
Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

342.
1321A
Contest for Robots · Tutorial
Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

343.
1313A
Fast Food Restaurant · Tutorial
Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
Gheal's solution

344.
1296B
Food Buying · Tutorial
Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

345.
1291A
Even But Not Even · Tutorial
Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

Gheal's solution

346.
1295A
Display The Number · Tutorial
Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

347.
1279A
New Year Garland · Tutorial
Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

348.
1283B
Candies Division · Tutorial
Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

349.
1247A
Forgetting Things · Tutorial
Rating: 900 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

350.
1248B
Grow The Tree · Tutorial
Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
Gheal's solution

351.
918B
Radio Station · Tutorial
Quality: 19,881 global accepts · Rating: 900 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

352.
6A
Triangle · Tutorial
Quality: 22,849 global accepts · Rating: 900 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
Gheal's solution

353.
1238A
Prime Subtraction · Tutorial
Quality: 28,067 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Gheal's solution

354.
2162B
Beautiful String · Tutorial
Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
Gheal's solution

355.
2147B
Multiple Construction · Tutorial
Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
Gheal's solution

356.
2143B
Discounts · Tutorial
Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

Gheal's solution

357.
2144B
Maximum Cost Permutation · Tutorial
Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

358.
2148D
Destruction of the Dandelion Fields · Tutorial
Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
Gheal's solution

359.
2123C
Prefix Min and Suffix Max · Tutorial
Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
Gheal's solution

360.
2034B
Rakhsh's Revival · Tutorial
Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers
Gheal's solution

361.
2039B
Shohag Loves Strings · Tutorial
Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
Gheal's solution

362.
1969B
Shifts and Sorting · Tutorial
Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

363.
1930B
Permutation Printing · Tutorial
Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
Gheal's solution

364.
1916B
Two Divisors · Tutorial
Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
Gheal's solution

365.
1876A
Helmets in Night Light · Tutorial
Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Gheal's solution

366.
1844B
Permutations & Primes · Tutorial
Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

Gheal's solution

367.
1847B
Hamon Odyssey · Tutorial
Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
Gheal's solution

368.
1837C
Best Binary String · Tutorial
Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

369.
1809B
Points on Plane · Tutorial
Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
Gheal's solution

370.
1785A
Monsters (easy version) · Tutorial
Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Gheal's solution

371.
1782B
Going to the Cinema · Tutorial
Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
Gheal's solution

372.
1770B
Koxia and Permutation · Tutorial
Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

373.
1770A
Koxia and Whiteboards · Tutorial
Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Gheal's solution

374.
1721B
Deadly Laser · Tutorial
Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
Gheal's solution

375.
1715B
Beautiful Array · Tutorial
Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

376.
1691B
Shoe Shuffling · Tutorial
Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
Gheal's solution

377.
1674C
Infinite Replacement · Tutorial
Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation,

strings
Gheal's solution

378.
1671B
Consecutive Points Segment · Tutorial
Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
Gheal's solution

379.
1634C
OKEA · Tutorial
Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

380.
1632B
Roof Construction · Tutorial
Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
Gheal's solution

381.
1622B
Berland Music · Tutorial
Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
Gheal's solution

382.
1620B
Triangles on a Rectangle · Tutorial
Quality: 31,482 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
Gheal's solution

383.
1613B
Absent Remainder · Tutorial
Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
Gheal's solution

384.
1614B
Divan and a New Project · Tutorial
Quality: 29,043 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
Gheal's solution

385.
1605B
Reverse Sort · Tutorial
Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
Gheal's solution

386.
1607C
Minimum Extraction · Tutorial
Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
Gheal's solution

387.
1230B
Ania and Minimizing · Tutorial
Quality: 19,633 global accepts · Rating: 1000 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
Gheal's solution

388.
1566C
MAX-MEX Cut · Tutorial

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
Gheal's solution

389.
1569B
Chess Tournament · Tutorial
Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
Gheal's solution

390.
1550B
Maximum Cost Deletion · Tutorial
Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
Gheal's solution

391.
1539A
Contest Start · Tutorial
Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math
Gheal's solution

392.
1520C
Not Adjacent Matrix · Tutorial
Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
Gheal's solution

393.
670B
Game of Robots · Tutorial
Quality: 11,989 global accepts · Rating: 1000 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

394.
887A
Div. 64 · Tutorial
Quality: 11,945 global accepts · Rating: 1000 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

395.
1490B
Balanced Remainders · Tutorial
Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
Gheal's solution

396.
1476A
K-divisible Sum · Tutorial
Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
Gheal's solution

397.
1474B
Different Divisors · Tutorial
Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
Gheal's solution

398.
1473B
String LCM · Tutorial
Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory,

strings
Gheal's solution

399.
1469B
Red and Blue · Tutorial
Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
Gheal's solution

400.
1469A
Regular Bracket Sequence · Tutorial
Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

401.
1450B
Balls of Steel · Tutorial
Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
Gheal's solution

402.
1438B
Valerii Against Everyone · Tutorial
Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Gheal's solution

403.
1293B
JOE is on TV! · Tutorial
Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
Gheal's solution

404.
1430C
Numbers on Whiteboard · Tutorial
Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
Gheal's solution

405.
1419D1
Sage's Birthday (easy version) · Tutorial
Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
Gheal's solution

406.
1418A
Buying Torches · Tutorial
Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

407.
1405B
Array Cancellation · Tutorial
Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

408.
1395A
Boboniu Likes to Color Balls · Tutorial
Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Gheal's solution

409.
1388B
Captain Flint and a Long Voyage · Tutorial
Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

410.
616B
Dinner with Emma · Tutorial
Quality: 13,156 global accepts · Rating: 1000 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
Gheal's solution

411.
1374C
Move Brackets · Tutorial
Quality: 63,946 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Gheal's solution

412.
1373A
Donut Shops · Tutorial
Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Gheal's solution

413.
1362A
Johnny and Ancient Computer · Tutorial
Quality: 34,089 global accepts · Rating: 1000 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

414.
1346A
Color Revolution · Tutorial
Quality: 2,204 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math
Gheal's solution

415.
1359B
New Theatre Square · Tutorial
Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
Gheal's solution

416.
1359A
Berland Poker · Tutorial
Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Gheal's solution

417.
1358B
Maria Breaks the Self-isolation · Tutorial
Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Gheal's solution

418.
1353C
Board Moves · Tutorial
Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

419.
1342A
Road To Zero · Tutorial
Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

420.
1333A
Little Artem · Tutorial
Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

421.
1326A
Bad Ugly Numbers · Tutorial
Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
Gheal's solution

422.
1312B
Bogosort · Tutorial
Quality: 39,060 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
Gheal's solution

423.
1300B
Assigning to Classes · Tutorial
Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
Gheal's solution

424.
1266B
Dice Tower · Tutorial
Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

425.
1266A
Competitive Programmer · Tutorial
Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
Gheal's solution

426.
1260A
Heating · Tutorial
Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

427.
1257B
Magic Stick · Tutorial
Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

428.
1256A
Payment Without Change · Tutorial
Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

429.
1243B1
Character Swap (Easy Version) · Tutorial
Quality: 15,360 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings
Gheal's solution

430.
1245A
Good ol' Numbers Coloring · Tutorial
Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Gheal's solution

431.
1247B1
TV Subscriptions (Easy Version) · Tutorial
Rating: 1000 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

432.
1251A
Broken Keyboard · Tutorial
Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
Gheal's solution

433.
1249B1
Books Exchange (easy version) · Tutorial
Quality: 22,293 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
Gheal's solution

434.
1248A
Integer Points · Tutorial
Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
Gheal's solution

435.
1237A
Balanced Rating Changes · Tutorial
Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

436.
1244B
Rooms and Staircases · Tutorial
Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Gheal's solution

437.
3A
Shortest path of the king · Tutorial
Quality: 22,148 global accepts · Rating: 1000 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths
Gheal's solution

438.
1234B1
Social Network (easy version) · Tutorial
Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

439.
1A
Theatre Square · Tutorial
Quality: 320,299 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

440.
2211B
Mickey Mouse Constructive · Tutorial
Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
Gheal's solution

441.
2162C
Beautiful XOR · Tutorial
Quality: 21,335 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

Gheal's solution

442.
2138A
Cake Assignment · Tutorial
Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
Gheal's solution

443.
2096B
Wonderful Gloves · Tutorial
Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
Gheal's solution

444.
2084B
MIN = GCD · Tutorial
Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
Gheal's solution

445.
1995B1
Bouquet (Easy Version) · Tutorial
Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
Gheal's solution

446.
1994B
Fun Game · Tutorial
Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
Gheal's solution

447.
1948B
Array Fix · Tutorial
Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
Gheal's solution

448.
1942B
Bessie and MEX · Tutorial
Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

449.
1902B
Getting Points · Tutorial
Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
Gheal's solution

450.
1382B
Sequential Nim · Tutorial
Quality: 26,095 global accepts · Rating: 1100 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, games
Gheal's solution

451.
630J
Divisibility · Tutorial
Quality: 12,717 global accepts · Rating: 1100 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Gheal's solution

452.
630D
Hexagons! · Tutorial
Quality: 12,661 global accepts · Rating: 1100 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: math
Gheal's solution

453.
630C
Lucky Numbers · Tutorial
Quality: 26,921 global accepts · Rating: 1100 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Gheal's solution

454.
1827A
Counting Orders · Tutorial
Quality: 28,822 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers
Gheal's solution

455.
1787B
Number Factorization · Tutorial
Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Gheal's solution

456.
1783B
Matrix of Differences · Tutorial
Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

457.
1731B
Kill Demodogs · Tutorial
Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

458.
1685A
Circular Local MiniMax · Tutorial
Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
Gheal's solution

459.
1672C
Unequal Array · Tutorial
Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
Gheal's solution

460.
1669F
Eating Candies · Tutorial
Quality: 39,624 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
Gheal's solution

461.
1669D
Colorful Stamp · Tutorial
Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

462.
1637B
MEX and Array · Tutorial
Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
Gheal's solution

463.
1626B
Minor Reduction · Tutorial
Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Gheal's solution

464.
1624C
Division by Two and Permutation · Tutorial
Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
Gheal's solution

465.
1616B
Mirror in the String · Tutorial
Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
Gheal's solution

466.
1623B
Game on Ranges · Tutorial
Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
Gheal's solution

467.
1606B
Update Files · Tutorial
Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
Gheal's solution

468.
1574B
Combinatorics Homework · Tutorial
Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
Gheal's solution

469.
1566D1
Seating Arrangements (easy version) · Tutorial
Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
Gheal's solution

470.
1547C
Pair Programming · Tutorial
Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
Gheal's solution

471.
1523B
Lord of the Values · Tutorial
Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
Gheal's solution

472.
1529B
Sifid and Strange Subsequences · Tutorial
Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

Gheal's solution

473.
1511C
Yet Another Card Deck · Tutorial
Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees
Gheal's solution

474.
1511B
GCD Length · Tutorial
Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
Gheal's solution

475.
797A
k-Factorization · Tutorial
Quality: 19,890 global accepts · Rating: 1100 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
Gheal's solution

476.
1490C
Sum of Cubes · Tutorial
Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
Gheal's solution

477.
1481B
New Colony · Tutorial
Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
Gheal's solution

478.
1478B
Nezzar and Lucky Number · Tutorial
Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
Gheal's solution

479.
1471B
Strange List · Tutorial
Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
Gheal's solution

480.
1472C
Long Jumps · Tutorial
Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
Gheal's solution

481.
1463A
Dungeon · Tutorial
Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
Gheal's solution

482.
1455C
Ping-pong · Tutorial
Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math
Gheal's solution

483.
1428C
ABBB · Tutorial
Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
Gheal's solution

484.
1293A
ConneR and the A.R.C. Markland-N · Tutorial
Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
Gheal's solution

485.
1435B
A New Technique · Tutorial
Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

486.
1421B
Putting Bricks in the Wall · Tutorial
Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

487.
1426C
Increase and Copy · Tutorial
Quality: 20,545 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
Gheal's solution

488.
1407A
Ahahahahahahahaha · Tutorial
Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

489.
1409B
Minimum Product · Tutorial
Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Gheal's solution

490.
1401B
Ternary Sequence · Tutorial
Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

491.
1108B
Divisors of Two Integers · Tutorial
Quality: 25,195 global accepts · Rating: 1100 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
Gheal's solution

492.
1119A
Ilya and a Colorful Walk · Tutorial
Quality: 11,503 global accepts · Rating: 1100 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

493.
1395B
Boboniu Plays Chess · Tutorial
Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

494.
519B
A and B and Compilation Errors · Tutorial
Quality: 43,713 global accepts · Rating: 1100 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
Gheal's solution

495.
841B
Godsend · Tutorial
Quality: 13,189 global accepts · Rating: 1100 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math
Gheal's solution

496.
1375A
Sign Flipping · Tutorial
Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

497.
1366A
Shovels and Swords · Tutorial
Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
Gheal's solution

498.
1365A
Matrix Game · Tutorial
Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
Gheal's solution

499.
1360C
Similar Pairs · Tutorial
Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings
Gheal's solution

500.
1304B
Longest Palindrome · Tutorial
Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
Gheal's solution

501.
1342B
Binary Period · Tutorial
Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
Gheal's solution

502.
1335C
Two Teams Composing · Tutorial
Quality: 38,970 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
Gheal's solution

503.
1334B
Middle Class · Tutorial
Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Gheal's solution

504.
1333B
Kind Anton · Tutorial
Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

505.
1332A
Exercising Walk · Tutorial
Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Gheal's solution

506.
1327A
Sum of Odd Integers · Tutorial
Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

507.
1263A
Sweet Problem · Tutorial
Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

508.
1262A
Math Problem · Tutorial
Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

509.
1255B
Fridge Lockers · Tutorial
Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
Gheal's solution

510.
596A
Wilbur and Swimming Pool · Tutorial
Quality: 8,091 global accepts · Rating: 1100 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
Gheal's solution

511.
270A
Fancy Fence · Tutorial
Quality: 50,830 global accepts · Rating: 1100 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
Gheal's solution

512.
877A
Alex and broken contest · Tutorial
Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

513.
2196A
Game with a Fraction · Tutorial
Quality: 15,838 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
Gheal's solution

514.
2178C
First or Second · Tutorial
Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
Gheal's solution

515.
637B
Chat Order · Tutorial
Quality: 22,859 global accepts · Rating: 1200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings
Gheal's solution

516.
2172E
Number Maze · Tutorial
Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
Gheal's solution

517.
2161C
Loyalty · Tutorial
Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
Gheal's solution

518.
1023C
Bracket Subsequence · Tutorial
Quality: 10,753 global accepts · Rating: 1200 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
Gheal's solution

519.
2148E
Split · Tutorial
Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers
Gheal's solution

520.
2135A
Against the Difference · Tutorial
Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
Gheal's solution

521.
2134C
Even Larger · Tutorial
Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
Gheal's solution

522.
2134B
Add 0 or K · Tutorial
Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
Gheal's solution

523.
2123D
Binary String Battle · Tutorial
Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
Gheal's solution

524.
2062C
Cirno and Operations · Tutorial
Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
Gheal's solution

525.
2053B
Outstanding Impressionist · Tutorial
Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
Gheal's solution

526.
2048C
Kevin and Binary Strings · Tutorial
Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
Gheal's solution

527.
2046A
Swap Columns and Find a Path · Tutorial
Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
Gheal's solution

528.
2039C1
Shohag Loves XOR (Easy Version) · Tutorial
Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
Gheal's solution

529.
2021B
Maximize Mex · Tutorial
Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
Gheal's solution

530.
2020B
Brightness Begins · Tutorial
Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
Gheal's solution

531.
1990B
Array Craft · Tutorial
Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

532.
1954B
Make It Ugly · Tutorial
Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

533.
1954C
Long Multiplication · Tutorial
Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Gheal's solution

534.
1916C
Training Before the Olympiad · Tutorial
Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
Gheal's solution

535.
1909B
Make Almost Equal With Mod · Tutorial
Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
Gheal's solution

536.
1874A
Jellyfish and Game · Tutorial
Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
Gheal's solution

537.
1870B
Friendly Arrays · Tutorial
Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
Gheal's solution

538.
630B
Moore's Law · Tutorial
Quality: 8,365 global accepts · Rating: 1200 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: math
Gheal's solution

539.
1843D
Apple Tree · Tutorial
Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
Gheal's solution

540.
903C
Boxes Packing · Tutorial
Quality: 22,639 global accepts · Rating: 1200 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

541.
1738B
Prefix Sum Addicts · Tutorial
Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
Gheal's solution

542.
1720C
Corners · Tutorial
Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
Gheal's solution

543.
1671C
Dolce Vita · Tutorial
Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
Gheal's solution

544.
1669G
Fall Down · Tutorial
Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
Gheal's solution

545.
1669E
2-Letter Strings · Tutorial
Quality: 21,256 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings
Gheal's solution

546.
1635C
Differential Sorting · Tutorial
Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

547.
1650C
Weight of the System of Nested Segments · Tutorial
Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings
Gheal's solution

548.
1637C
Andrew and Stones · Tutorial
Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

549.
1619C
Wrong Addition · Tutorial
Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Gheal's solution

550.
1613C
Poisoned Dagger · Tutorial
Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search
Gheal's solution

551.
1578E
Easy Scheduling · Tutorial
Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

552.
1277B
Make Them Odd · Tutorial
Quality: 17,049 global accepts · Rating: 1200 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
Gheal's solution

553.
1553C
Penalty · Tutorial
Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
Gheal's solution

554.
1539C
Stable Groups · Tutorial
Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
Gheal's solution

555.
1536B
Prinzessin der Verurteilung · Tutorial
Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings
Gheal's solution

556.
1520D
Same Differences · Tutorial
Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math
Gheal's solution

557.
1517B
Morning Jogging · Tutorial
Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
Gheal's solution

558.
1514B
AND 0, Sum Big · Tutorial
Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
Gheal's solution

559.
1510K
King's Task · Tutorial
Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation
Gheal's solution

560.
1205A
Almost Equal · Tutorial
Quality: 14,708 global accepts · Rating: 1200 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

561.
1497C1
k-LCM (easy version) · Tutorial
Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

562.
1497B
M-arrays · Tutorial
Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

563.
1213C
Book Reading · Tutorial
Quality: 19,624 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

564.
1490D
Permutation Transformation · Tutorial
Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
Gheal's solution

565.
1472D
Even-Odd Game · Tutorial

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, sortings
Gheal's solution

566.
1455B
Jumps · Tutorial
Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

567.
1454C
Sequence Transformation · Tutorial
Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

568.
1437B
Reverse Binary Strings · Tutorial
Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

569.
1433D
Districts Connection · Tutorial
Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
Gheal's solution

570.
1419B
Stairs · Tutorial
Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
Gheal's solution

571.
1420B
Rock and Lever · Tutorial
Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
Gheal's solution

572.
1406B
Maximum Product · Tutorial
Quality: 24,462 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
Gheal's solution

573.
1409C
Yet Another Array Restoration · Tutorial
Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
Gheal's solution

574.
1064B
Equations of Mathematical Magic · Tutorial
Quality: 7,937 global accepts · Rating: 1200 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

575.
1392C
Omkar and Waterslide · Tutorial
Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

576.
1076B
Divisor Subtraction · Tutorial
Quality: 14,591 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
Gheal's solution

577.
854B
Maxim Buys an Apartment · Tutorial
Quality: 8,582 global accepts · Rating: 1200 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

578.
630R
Game · Tutorial
Quality: 9,590 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math
Gheal's solution

579.
1384A
Common Prefixes · Tutorial
Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
Gheal's solution

580.
1385C
Make It Good · Tutorial
Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

581.
1375B
Neighbor Grid · Tutorial
Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

582.
1369B
AccurateLee · Tutorial
Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
Gheal's solution

583.
1364A
XXXXX · Tutorial
Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
Gheal's solution

584.
1362B
Johnny and His Hobbies · Tutorial
Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
Gheal's solution

585.
1363A
Odd Selection · Tutorial
Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
Gheal's solution

586.
1354B
Ternary String · Tutorial
Quality: 35,290 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation,

two pointers
Gheal's solution

587.
1355A
Sequence with Digits · Tutorial
Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
Gheal's solution

588.
1355B
Young Explorers · Tutorial
Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
Gheal's solution

589.
1352C
K-th Not Divisible by n · Tutorial
Quality: 69,783 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
Gheal's solution

590.
1352B
Same Parity Summands · Tutorial
Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

591.
1343C
Alternating Subsequence · Tutorial
Quality: 44,081 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
Gheal's solution

592.
1339B
Sorted Adjacent Differences · Tutorial
Quality: 28,346 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
Gheal's solution

593.
1334A
Level Statistics · Tutorial
Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

594.
1328C
Ternary XOR · Tutorial
Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

595.
1327B
Princesses and Princes · Tutorial
Quality: 19,496 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
Gheal's solution

596.
27A
Next Test · Tutorial
Quality: 23,006 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
Gheal's solution

597.
1311B
WeirdSort · Tutorial
Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

Gheal's solution

598.
1315C
Restoring Permutation · Tutorial
Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

599.
1270B
Interesting Subarray · Tutorial
Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

600.
1262B
Box · Tutorial
Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

601.
1257C
Dominated Subarray · Tutorial
Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
Gheal's solution

602.
1245B
Restricted RPS · Tutorial
Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
Gheal's solution

603.
385B
Bear and Strings · Tutorial
Quality: 10,836 global accepts · Rating: 1200 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings
Gheal's solution

604.
412C
Pattern · Tutorial
Quality: 4,220 global accepts · Rating: 1200 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

605.
1023A
Single Wildcard Pattern Matching · Tutorial
Quality: 9,264 global accepts · Rating: 1200 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
Gheal's solution

606.
1097B
Petr and a Combination Lock · Tutorial
Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-03-17 · last AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
Gheal's solution

607.
2211C1
Equal Multisets (Easy Version) · Tutorial
Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
Gheal's solution

608.
2201A1
Lost Civilization (Easy Version) · Tutorial
Quality: 11,062 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
Gheal's solution

609.
2187A
Restricted Sorting · Tutorial
Quality: 15,875 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
Gheal's solution

610.
2172M
Maximum Distance To Port · Tutorial
Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
Gheal's solution

611.
2152B
Catching the Krug · Tutorial
Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
Gheal's solution

612.
2144C
Non-Descending Arrays · Tutorial
Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
Gheal's solution

613.
2129A
Double Perspective · Tutorial
Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
Gheal's solution

614.
912B
New Year's Eve · Tutorial
Quality: 13,839 global accepts · Rating: 1300 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, number theory
Gheal's solution

615.
1973B
Cat, Fox and the Lonely Array · Tutorial
Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
Gheal's solution

616.
1948C
Arrow Path · Tutorial
Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
Gheal's solution

617.
1942C1
Bessie's Birthday Cake (Easy Version) · Tutorial
Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
Gheal's solution

618.
1943A
MEX Game 1 · Tutorial
Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
Gheal's solution

619.
4C
Registration System · Tutorial
Quality: 108,186 global accepts · Rating: 1300 · first AC: 2019-10-09 · last AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
Gheal's solution

620.
1902C
Insert and Equalize · Tutorial
Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
Gheal's solution

621.
1152B
Neko Performs Cat Furrier Transform · Tutorial
Quality: 9,316 global accepts · Rating: 1300 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
Gheal's solution

622.
1870C
Colorful Table · Tutorial
Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
Gheal's solution

623.
630N
Forecast · Tutorial
Quality: 5,225 global accepts · Rating: 1300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: math
Gheal's solution

624.
630F
Selection of Personnel · Tutorial
Quality: 8,049 global accepts · Rating: 1300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Gheal's solution

625.
1844C
Particles · Tutorial
Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
Gheal's solution

626.
1823C
Strongly Composite · Tutorial
Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Gheal's solution

627.
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
Gheal's solution

628.
1774C
Ice and Fire · Tutorial
Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
Gheal's solution

629.
1753A1
Make Nonzero Sum (easy version) · Tutorial
Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
Gheal's solution

630.
1693A
Directional Increase · Tutorial
Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

631.
1669H
Maximal AND · Tutorial
Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
Gheal's solution

632.
1667A
Make it Increasing · Tutorial
Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Gheal's solution

633.
1659B
Bit Flipping · Tutorial
Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
Gheal's solution

634.
1661B
Getting Zero · Tutorial
Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
Gheal's solution

635.
1660C
Get an Even String · Tutorial
Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
Gheal's solution

636.
1650D
Twist the Permutation · Tutorial
Quality: 14,716 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
Gheal's solution

637.
1638C
Inversion Graph · Tutorial
Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math
Gheal's solution

638.
1627B
Not Sitting · Tutorial

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
Gheal's solution

639.
1617C
Paprika and Permutation · Tutorial
Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
Gheal's solution

640.
1612C
Chat Ban · Tutorial
Quality: 25,815 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
Gheal's solution

641.
1607D
Blue-Red Permutation · Tutorial
Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
Gheal's solution

642.
1603A
Di-visible Confusion · Tutorial
Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
Gheal's solution

643.
1594E1
Rubik's Cube Coloring (easy version) · Tutorial
Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
Gheal's solution

644.
770B
Maximize Sum of Digits · Tutorial
Quality: 3,065 global accepts · Rating: 1300 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, math
Gheal's solution

645.
1556B
Take Your Places! · Tutorial
Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
Gheal's solution

646.
1555B
Two Tables · Tutorial
Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force
Gheal's solution

647.
1555C
Coin Rows · Tutorial
Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
Gheal's solution

648.
1553B
Reverse String · Tutorial
Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
Gheal's solution

649.
1547D
Co-growing Sequence · Tutorial
Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
Gheal's solution

650.
1538C
Number of Pairs · Tutorial
Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers
Gheal's solution

651.
1493B
Planet Lapituletti · Tutorial
Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Gheal's solution

652.
1476B
Inflation · Tutorial
Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
Gheal's solution

653.
1471C
Strange Birthday Party · Tutorial
Rating: 1300 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
Gheal's solution

654.
1466C
Canine poetry · Tutorial
Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
Gheal's solution

655.
1454D
Number into Sequence · Tutorial
Quality: 22,158 global accepts · Rating: 1300 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
Gheal's solution

656.
1433E
Two Round Dances · Tutorial
Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Gheal's solution

657.
1422B
Nice Matrix · Tutorial
Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Gheal's solution

658.
1425H
Huge Boxes of Animal Toys · Tutorial
Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

659.
1420C1
Pokémon Army (easy version) · Tutorial
Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
Gheal's solution

660.
1418B
Negative Prefixes · Tutorial
Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Gheal's solution

661.
1407B
Big Vova · Tutorial
Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
Gheal's solution

662.
1401C
Mere Array · Tutorial
Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
Gheal's solution

663.
1030C
Vasya and Golden Ticket · Tutorial
Quality: 9,925 global accepts · Rating: 1300 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

664.
957A
Tritonic Iridescence · Tutorial
Quality: 5,998 global accepts · Rating: 1300 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

665.
1372B
Omkar and Last Class of Math · Tutorial
Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Gheal's solution

666.
1365B
Trouble Sort · Tutorial
Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

667.
1373C
Pluses and Minuses · Tutorial
Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

668.
1367C
Social Distance · Tutorial
Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

669.
1360E
Polygon · Tutorial

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
Gheal's solution

670.
1360D
Buying Shovels · Tutorial
Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Gheal's solution

671.
1347D
Alice, Bob and Candies · Tutorial
Rating: 1300 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation
Gheal's solution

672.
1352D
Alice, Bob and Candies · Tutorial
Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

673.
1322A
Unusual Competitions · Tutorial
Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

674.
1307B
Cow and Friend · Tutorial
Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
Gheal's solution

675.
1341B
Nastya and Door · Tutorial
Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

676.
1335D
Anti-Sudoku · Tutorial
Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

677.
1328B
K-th Beautiful String · Tutorial
Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
Gheal's solution

678.
1326C
Permutation Partitions · Tutorial
Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
Gheal's solution

679.
1311C
Perform the Combo · Tutorial
Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force
Gheal's solution

680.
1315B
Homecoming · Tutorial
Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
Gheal's solution

681.
1291B
Array Sharpening · Tutorial
Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

682.
1234B2
Social Network (hard version) · Tutorial
Quality: 18,443 global accepts · Rating: 1300 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Gheal's solution

683.
1279B
Verse For Santa · Tutorial
Quality: 14,418 global accepts · Rating: 1300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
Gheal's solution

684.
1260B
Obtain Two Zeroes · Tutorial
Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
Gheal's solution

685.
1247B2
TV Subscriptions (Hard Version) · Tutorial
Rating: 1300 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
Gheal's solution

686.
1249C1
Good Numbers (easy version) · Tutorial
Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
Gheal's solution

687.
1249B2
Books Exchange (hard version) · Tutorial
Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
Gheal's solution

688.
598B
Queries on a String · Tutorial
Quality: 12,207 global accepts · Rating: 1300 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

689.
1236C
Labs · Tutorial
Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
Gheal's solution

690.
1237B
Balanced Tunnel · Tutorial
Quality: 22,783 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

Gheal's solution

691.
2157C
Meximum Array 2 · Tutorial
Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Gheal's solution

692.
2162D
Beautiful Permutation · Tutorial
Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
Gheal's solution

693.
2152C
Triple Removal · Tutorial
Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
Gheal's solution

694.
1068A
Birthday · Tutorial
Quality: 7,262 global accepts · Rating: 1400 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
Gheal's solution

695.
2123E
MEX Count · Tutorial
Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
Gheal's solution

696.
2097A
Sports Betting · Tutorial
Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings
Gheal's solution

697.
2084C
You Soared Afar With Grace · Tutorial
Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Gheal's solution

698.
2045C
Saraga · Tutorial
Quality: 7,219 global accepts · Rating: 1400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Gheal's solution

699.
2034C
Trapped in the Witch's Labyrinth · Tutorial
Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
Gheal's solution

700.
2035C
Alya and Permutation · Tutorial
Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

Gheal's solution

701.
2020C
Bitwise Balancing · Tutorial
Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
Gheal's solution

702.
1919C
Grouping Increases · Tutorial
Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
Gheal's solution

703.
1909C
Heavy Intervals · Tutorial
Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
Gheal's solution

704.
630L
Cracking the Code · Tutorial
Quality: 4,055 global accepts · Rating: 1400 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Gheal's solution

705.
1844D
Row Major · Tutorial
Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
Gheal's solution

706.
1847C
Vampiric Powers, anyone? · Tutorial
Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
Gheal's solution

707.
1845C
Strong Password · Tutorial
Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
Gheal's solution

708.
1837D
Bracket Coloring · Tutorial
Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

709.
1771B
Hossam and Friends · Tutorial
Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
Gheal's solution

710.
1764C
Doremy's City Construction · Tutorial
Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
Gheal's solution

711.
1758C
Almost All Multiples · Tutorial
Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
Gheal's solution

712.
799B
T-shirt buying · Tutorial
Quality: 10,177 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Gheal's solution

713.
81A
Plug-in · Tutorial
Quality: 13,913 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

714.
1691C
Sum of Substrings · Tutorial
Quality: 17,223 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
Gheal's solution

715.
1131B
Draw! · Tutorial
Quality: 10,390 global accepts · Rating: 1400 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

716.
1103A
Grid game · Tutorial
Quality: 10,599 global accepts · Rating: 1400 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

717.
1513B
AND Sequences · Tutorial
Quality: 20,113 global accepts · Rating: 1400 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
Gheal's solution

718.
1634B
Fortune Telling · Tutorial
Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
Gheal's solution

719.
1628A
Meximum Array · Tutorial
Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
Gheal's solution

720.
1627C
Not Assigning · Tutorial
Quality: 16,242 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees
Gheal's solution

721.
1624D
Palindromes Coloring · Tutorial
Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings
Gheal's solution

722.
1605C
Dominant Character · Tutorial
Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings
Gheal's solution

723.
1606C
Banknotes · Tutorial
Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
Gheal's solution

724.
1551B2
Wonderful Coloring - 2 · Tutorial
Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
Gheal's solution

725.
1540A
Great Graphs · Tutorial
Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
Gheal's solution

726.
1535C
Unstable String · Tutorial
Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
Gheal's solution

727.
1526B
I Hate 1111 · Tutorial
Quality: 36,737 global accepts · Rating: 1400 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
Gheal's solution

728.
1520E
Arranging The Sheep · Tutorial
Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
Gheal's solution

729.
1517C
Fillomino 2 · Tutorial
Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
Gheal's solution

730.
1505C
Fibonacci Words · Tutorial
Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
Gheal's solution

731.
1494B
Berland Crossword · Tutorial
Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation
Gheal's solution

732.
1490E
Accidental Victory · Tutorial
Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
Gheal's solution

733.
1475C
Ball in Berland · Tutorial
Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math
Gheal's solution

734.
1468C
Berpizza · Tutorial
Quality: 10,508 global accepts · Rating: 1400 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Gheal's solution

735.
1463B
Find The Array · Tutorial
Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
Gheal's solution

736.
1462D
Add to Neighbour and Remove · Tutorial
Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Gheal's solution

737.
1461B
Find the Spruce · Tutorial
Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
Gheal's solution

738.
1456A
Bouncing Ball · Tutorial
Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
Gheal's solution

739.
1451C
String Equality · Tutorial
Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings
Gheal's solution

740.
1452B
Toy Blocks · Tutorial
Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
Gheal's solution

741.
727C
Guess the Array · Tutorial

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
Gheal's solution

742.
1293C
NEKO's Maze Game · Tutorial
Rating: 1400 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

743.
1228B
Filling the Grid · Tutorial
Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

744.
1421C
Palindromifier · Tutorial
Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
Gheal's solution

745.
1427B
Chess Cheater · Tutorial
Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
Gheal's solution

746.
1408B
Arrays Sum · Tutorial
Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

747.
1425A
Arena of Greed · Tutorial
Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
Gheal's solution

748.
1425F
Flamingoes of Mystery · Tutorial
Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive
Gheal's solution

749.
675B
Restoring Painting · Tutorial
Quality: 7,734 global accepts · Rating: 1400 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
Gheal's solution

750.
1393B
Applejack and Storages · Tutorial
Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Gheal's solution

751.
1380C
Create The Teams · Tutorial
Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
Gheal's solution

752.
1380B
Universal Solution · Tutorial
Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

753.
1375C
Element Extermination · Tutorial
Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
Gheal's solution

754.
1365C
Rotation Matching · Tutorial
Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Gheal's solution

755.
1369C
RationalLee · Tutorial
Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers
Gheal's solution

756.
1362C
Johnny and Another Rating Drop · Tutorial
Quality: 23,711 global accepts · Rating: 1400 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
Gheal's solution

757.
1363B
Subsequence Hate · Tutorial
Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Gheal's solution

758.
1346B
Boot Camp · Tutorial
Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy
Gheal's solution

759.
1354C1
Simple Polygon Embedding · Tutorial
Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search
Gheal's solution

760.
1355D
Game With Array · Tutorial
Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

761.
1351C
Skier · Tutorial
Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Gheal's solution

762.
1348B
Phoenix and Beauty · Tutorial

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Gheal's solution

763.
1167B
Lost Numbers · Tutorial
Quality: 16,471 global accepts · Rating: 1400 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math
Gheal's solution

764.
679A
Bear and Prime 100 · Tutorial
Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
Gheal's solution

765.
1330B
Dreamoon Likes Permutations · Tutorial
Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

766.
1332B
Composite Coloring · Tutorial
Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
Gheal's solution

767.
630H
Benches · Tutorial
Quality: 5,666 global accepts · Rating: 1400 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Gheal's solution

768.
1312C
Adding Powers · Tutorial
Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
Gheal's solution

769.
1321B
Journey Planning · Tutorial
Rating: 1400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
Gheal's solution

770.
1316B
String Modification · Tutorial
Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
Gheal's solution

771.
1270C
Make Good · Tutorial
Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
Gheal's solution

772.
1266C
Diverse Matrix · Tutorial

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
Gheal's solution

773.
1263C
Everyone is a Winner! · Tutorial
Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
Gheal's solution

774.
1263B
PIN Codes · Tutorial
Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

775.
507B
Amr and Pins · Tutorial
Quality: 26,686 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
Gheal's solution

776.
1245C
Constanze's Machine · Tutorial
Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
Gheal's solution

777.
1251B
Binary Palindromes · Tutorial
Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Gheal's solution

778.
2205C
Simons and Posting Blogs · Tutorial
Quality: 7,741 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
Gheal's solution

779.
2072E
Do You Love Your Hero and His Two-Hit Multi-Target Attacks? · Tutorial
Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
Gheal's solution

780.
2147C
Rabbits · Tutorial
Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
Gheal's solution

781.
977E
Cyclic Components · Tutorial
Quality: 25,623 global accepts · Rating: 1500 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs
Gheal's solution

782.
2115A
Gellyfish and Flaming Peony · Tutorial
Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

Gheal's solution

783.
2077A
Breach of Faith · Tutorial
Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
Gheal's solution

784.
2053C
Bewitching Stargazer · Tutorial
Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
Gheal's solution

785.
1089G
Guest Student · Tutorial
Quality: 3,228 global accepts · Rating: 1500 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: math
Gheal's solution

786.
1990C
Mad MAD Sum · Tutorial
Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Gheal's solution

787.
1949B
Charming Meals · Tutorial
Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
Gheal's solution

788.
1506E
Restoring the Permutation · Tutorial
Quality: 14,196 global accepts · Rating: 1500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

789.
859C
Pie Rules · Tutorial
Quality: 6,076 global accepts · Rating: 1500 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, games
Gheal's solution

790.
1876B
Effects of Anti Pimples · Tutorial
Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings
Gheal's solution

791.
630K
Indivisibility · Tutorial
Quality: 6,339 global accepts · Rating: 1500 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Gheal's solution

792.
1809C
Sum on Subarrays · Tutorial
Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

793.
1776L
Controllers · Tutorial
Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
Gheal's solution

794.
1774B
Coloring · Tutorial
Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

795.
1753A2
Make Nonzero Sum (hard version) · Tutorial
Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
Gheal's solution

796.
1738C
Even Number Addicts · Tutorial
Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math
Gheal's solution

797.
1710A
Color the Picture · Tutorial
Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

798.
1651C
Fault-tolerant Network · Tutorial
Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
Gheal's solution

799.
1646C
Factorials and Powers of Two · Tutorial
Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
Gheal's solution

800.
1630A
And Matching · Tutorial
Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
Gheal's solution

801.
1616C
Representative Edges · Tutorial
Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math
Gheal's solution

802.
1426D
Non-zero Segments · Tutorial
Quality: 17,602 global accepts · Rating: 1500 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Gheal's solution

803.
1614C
Divan and bitwise operations · Tutorial
Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
Gheal's solution

804.
2A
Winner · Tutorial
Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation
Gheal's solution

805.
1569C
Jury Meeting · Tutorial
Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
Gheal's solution

806.
1256D
Binary String Minimizing · Tutorial
Quality: 12,748 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy
Gheal's solution

807.
1551C
Interesting Story · Tutorial
Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings
Gheal's solution

808.
1545A
AquaMoon and Strange Sort · Tutorial
Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings
Gheal's solution

809.
1547E
Air Conditioners · Tutorial
Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
Gheal's solution

810.
1538F
Interesting Function · Tutorial
Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory
Gheal's solution

811.
1526C1
Potions (Easy Version) · Tutorial
Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy
Gheal's solution

812.
166E
Tetrahedron · Tutorial
Quality: 25,628 global accepts · Rating: 1500 · first AC: 2021-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices
Gheal's solution

813.
1516B
AGAGA XOOORRR · Tutorial
Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
Gheal's solution

814.
1486B
Eastern Exhibition · Tutorial
Quality: 20,484 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
Gheal's solution

815.
1490F
Equalize the Array · Tutorial
Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
Gheal's solution

816.
1436C
Binary Search · Tutorial
Quality: 11,671 global accepts · Rating: 1500 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics
Gheal's solution

817.
1462E1
Close Tuples (easy version) · Tutorial
Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
Gheal's solution

818.
1461C
Random Events · Tutorial
Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
Gheal's solution

819.
1440C1
Binary Table (Easy Version) · Tutorial
Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

820.
1445C
Division · Tutorial
Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Gheal's solution

821.
1419C
Killjoy · Tutorial
Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Gheal's solution

822.
1408C
Discrete Acceleration · Tutorial
Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
Gheal's solution

823.
1418C
Mortal Kombat Tower · Tutorial
Quality: 28,146 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
Gheal's solution

824.
1405C
Balanced Bitstring · Tutorial
Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
Gheal's solution

825.
1409D
Decrease the Sum of Digits · Tutorial
Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

826.
1400C
Binary String Reconstruction · Tutorial
Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
Gheal's solution

827.
702B
Powers of Two · Tutorial
Quality: 13,633 global accepts · Rating: 1500 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
Gheal's solution

828.
864C
Bus · Tutorial
Quality: 6,232 global accepts · Rating: 1500 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Gheal's solution

829.
710C
Magic Odd Square · Tutorial
Quality: 5,552 global accepts · Rating: 1500 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

830.
1391C
Cyclic Permutations · Tutorial
Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
Gheal's solution

831.
1399D
Binary String To Subsequences · Tutorial
Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Gheal's solution

832.
1389C
Good String · Tutorial
Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
Gheal's solution

833.
1385D
a-Good String · Tutorial

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
Gheal's solution

834.
268C
Beautiful Sets of Points · Tutorial
Quality: 14,640 global accepts · Rating: 1500 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

835.
873B
Balanced Substring · Tutorial
Quality: 9,110 global accepts · Rating: 1500 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
Gheal's solution

836.
960B
Minimize the error · Tutorial
Quality: 12,398 global accepts · Rating: 1500 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Gheal's solution

837.
1372C
Omkar and Baseball · Tutorial
Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

838.
409H
A + B Strikes Back · Tutorial
Quality: 9,489 global accepts · Rating: 1500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
Gheal's solution

839.
1366C
Palindromic Paths · Tutorial
Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

840.
1368C
Even Picture · Tutorial
Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

841.
1368B
Codeforces Subsequences · Tutorial
Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
Gheal's solution

842.
178D1
Magic Squares · Tutorial
Quality: 735 global accepts · Rating: 1500 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

843.
1352E
Special Elements · Tutorial
Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

Gheal's solution

844.
1352F
Binary String Reconstruction · Tutorial
Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
Gheal's solution

845.
1307C
Cow and Message · Tutorial
Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
Gheal's solution

846.
1304C
Air Conditioner · Tutorial
Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
Gheal's solution

847.
1326D1
Prefix-Suffix Palindrome (Easy version) · Tutorial
Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
Gheal's solution

848.
1341C
Nastya and Strange Generator · Tutorial
Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

849.
724B
Batch Sort · Tutorial
Quality: 4,243 global accepts · Rating: 1500 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
Gheal's solution

850.
1339C
Powered Addition · Tutorial
Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
Gheal's solution

851.
1201B
Zero Array · Tutorial
Quality: 25,477 global accepts · Rating: 1500 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

852.
550A
Two Substrings · Tutorial
Quality: 43,649 global accepts · Rating: 1500 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings
Gheal's solution

853.
1332C
K-Complete Word · Tutorial
Quality: 20,863 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

Gheal's solution

854.
1325C
Ehab and Path-etic MEXs · Tutorial
Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
Gheal's solution

855.
1313C1
Skyscrapers (easy version) · Tutorial
Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
Gheal's solution

856.
1301B
Motarack's Birthday · Tutorial
Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
Gheal's solution

857.
1300C
Anu Has a Function · Tutorial
Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

858.
1296D
Fight with Monsters · Tutorial
Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Gheal's solution

859.
1296C
Yet Another Walking Robot · Tutorial
Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Gheal's solution

860.
707C
Pythagorean Triples · Tutorial
Quality: 13,481 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Gheal's solution

861.
1283C
Friends and Gifts · Tutorial
Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math
Gheal's solution

862.
1243C
Tile Painting · Tutorial
Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory
Gheal's solution

863.
1249C2
Good Numbers (hard version) · Tutorial
Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
Gheal's solution

864.
1236B
Alice and the List of Presents · Tutorial
Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Gheal's solution

865.
1234C
Pipes · Tutorial
Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
Gheal's solution

866.
114B
PFAST Inc. · Tutorial
Quality: 4,261 global accepts · Rating: 1500 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs
Gheal's solution

867.
2207C
Where's My Water? · Tutorial
Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
Gheal's solution

868.
2207B
One Night At Freddy's · Tutorial
Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
Gheal's solution

869.
2196B
Another Problem about Beautiful Pairs · Tutorial
Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
Gheal's solution

870.
2172F
Cluster Computing System · Tutorial
Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math
Gheal's solution

871.
2157D
Billion Players Game · Tutorial
Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
Gheal's solution

872.
2162E
Beautiful Palindromes · Tutorial
Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules
Gheal's solution

873.
1833E
Round Dance · Tutorial
Quality: 18,413 global accepts · Rating: 1600 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
Gheal's solution

874.
1702E
Split Into Two Sets · Tutorial
Quality: 17,847 global accepts · Rating: 1600 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs
Gheal's solution

875.
2065E
Skibidus and Rizz · Tutorial
Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
Gheal's solution

876.
2129B
Stay or Mirror · Tutorial
Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
Gheal's solution

877.
2084D
Arcology On Permafrost · Tutorial
Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
Gheal's solution

878.
2048D
Kevin and Competition Memories · Tutorial
Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
Gheal's solution

879.
2052A
Adrenaline Rush · Tutorial
Quality: 4,241 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
Gheal's solution

880.
2046B
Move Back at a Cost · Tutorial
Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
Gheal's solution

881.
2034D
Darius' Wisdom · Tutorial
Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
Gheal's solution

882.
1994C
Hungry Games · Tutorial
Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
Gheal's solution

883.
630G
Challenge Pennants · Tutorial
Quality: 3,301 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Gheal's solution

884.
1843E
Tracking Segments · Tutorial
Quality: 17,810 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
Gheal's solution

885.
1787C
Remove the Bracket · Tutorial
Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
Gheal's solution

886.
510C
Fox And Names · Tutorial
Quality: 22,171 global accepts · Rating: 1600 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings
Gheal's solution

887.
1782C
Equal Frequencies · Tutorial
Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
Gheal's solution

888.
1774D
Same Count One · Tutorial
Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
Gheal's solution

889.
1771C
Hossam and Trainees · Tutorial
Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
Gheal's solution

890.
1284C
New Year and Permutation · Tutorial
Quality: 8,741 global accepts · Rating: 1600 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Gheal's solution

891.
1753B
Factorial Divisibility · Tutorial
Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Gheal's solution

892.
768B
Code For 1 · Tutorial
Quality: 6,974 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer
Gheal's solution

893.
825C
Multi-judge Solving · Tutorial
Quality: 4,887 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Gheal's solution

894.
756B
Travel Card · Tutorial
Quality: 4,539 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
Gheal's solution

895.
812B
Sagheer, the Hausmeister · Tutorial
Quality: 5,522 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
Gheal's solution

896.
1537E1
Erase and Extend (Easy Version) · Tutorial
Quality: 16,315 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
Gheal's solution

897.
1294D
MEX maximizing · Tutorial
Quality: 12,677 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
Gheal's solution

898.
1671D
Insert a Progression · Tutorial
Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
Gheal's solution

899.
1658D1
388535 (Easy Version) · Tutorial
Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
Gheal's solution

900.
1603B
Moderate Modular Mode · Tutorial
Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
Gheal's solution

901.
1660D
Maximum Product Strikes Back · Tutorial
Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers
Gheal's solution

902.
1660E
Matrix and Shifts · Tutorial
Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
Gheal's solution

903.
1623C
Balanced Stone Heaps · Tutorial
Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
Gheal's solution

904.
1622C
Set or Decrease · Tutorial
Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings
Gheal's solution

905.
1612D
X-Magic Pair · Tutorial
Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
Gheal's solution

906.
1607E
Robot on the Board 1 · Tutorial
Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation
Gheal's solution

907.
1555D
Say No to Palindromes · Tutorial
Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings
Gheal's solution

908.
913C
Party Lemonade · Tutorial
Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
Gheal's solution

909.
1530D
Secret Santa · Tutorial
Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
Gheal's solution

910.
1539D
PriceFixed · Tutorial
Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
Gheal's solution

911.
1523C
Compression and Expansion · Tutorial
Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
Gheal's solution

912.
1526C2
Potions (Hard Version) · Tutorial
Quality: 29,754 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
Gheal's solution

913.
1527C
Sequence Pair Weight · Tutorial
Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math
Gheal's solution

914.
1528A
Parsa's Humongous Tree · Tutorial
Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
Gheal's solution

915.
1520F1
Guess the K-th Zero (Easy version) · Tutorial
Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
Gheal's solution

916.
1514C
Product 1 Modulo N · Tutorial
Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
Gheal's solution

917.
1511D
Min Cost String · Tutorial
Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
Gheal's solution

918.
1503A
Balance the Bits · Tutorial
Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

919.
1505B
DMCA · Tutorial
Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory
Gheal's solution

920.
1029C
Maximal Intersection · Tutorial
Quality: 8,276 global accepts · Rating: 1600 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
Gheal's solution

921.
1497C2
k-LCM (hard version) · Tutorial
Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

922.
1486C1
Guessing the Greatest (easy version) · Tutorial
Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
Gheal's solution

923.
1481C
Fence Painting · Tutorial
Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
Gheal's solution

924.
1476C
Longest Simple Cycle · Tutorial
Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
Gheal's solution

925.
1475E
Advertising Agency · Tutorial
Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
Gheal's solution

926.
1469C
Building a Fence · Tutorial
Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers
Gheal's solution

927.
1468K
The Robot · Tutorial
Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Gheal's solution

928.
1458A
Row GCD · Tutorial
Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
Gheal's solution

929.
1461D
Divide and Summarize · Tutorial
Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
Gheal's solution

930.
1452D
Radio Towers · Tutorial
Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Gheal's solution

931.
1437D
Minimal Height Tree · Tutorial
Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
Gheal's solution

932.
1423K
Lonely Numbers · Tutorial
Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers
Gheal's solution

933.
1407C
Chocolate Bunny · Tutorial
Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
Gheal's solution

934.
495B
Modular Equations · Tutorial
Quality: 8,264 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Gheal's solution

935.
962D
Merge Equals · Tutorial
Quality: 7,364 global accepts · Rating: 1600 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Gheal's solution

936.
888D
Almost Identity Permutations · Tutorial
Quality: 10,505 global accepts · Rating: 1600 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Gheal's solution

937.
922C
Cave Painting · Tutorial
Quality: 7,567 global accepts · Rating: 1600 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
Gheal's solution

938.
364A
Matrix · Tutorial
Quality: 4,957 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation
Gheal's solution

939.
1398C
Good Subarrays · Tutorial
Quality: 36,631 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
Gheal's solution

940.
75C
Modified GCD · Tutorial
Quality: 15,650 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory
Gheal's solution

941.
678C
Joty and Chocolate · Tutorial
Quality: 11,047 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
Gheal's solution

942.
1395C
Boboniu and Bit Operations · Tutorial
Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
Gheal's solution

943.
597A
Divisibility · Tutorial
Quality: 4,933 global accepts · Rating: 1600 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

944.
1389B
Array Walk · Tutorial
Quality: 20,352 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
Gheal's solution

945.
1234D
Distinct Characters Queries · Tutorial
Quality: 18,594 global accepts · Rating: 1600 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Gheal's solution

946.
1373D
Maximum Sum on Even Positions · Tutorial
Quality: 17,669 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
Gheal's solution

947.
1363C
Game On Leaves · Tutorial
Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
Gheal's solution

948.
1238C
Standard Free2play · Tutorial
Quality: 7,852 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
Gheal's solution

949.
1358C
Celex Update · Tutorial
Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

950.
1347E
Special Permutation · Tutorial
Rating: 1600 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms
Gheal's solution

951.
1353D
Constructing the Array · Tutorial
Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
Gheal's solution

952.
1349A
Orac and LCM · Tutorial
Quality: 21,641 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
Gheal's solution

953.
1352G
Special Permutation · Tutorial
Quality: 24,808 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

954.
1344A
Hilbert's Hotel · Tutorial
Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
Gheal's solution

955.
1348C
Phoenix and Distribution · Tutorial
Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings, strings
Gheal's solution

956.
1342C
Yet Another Counting Problem · Tutorial
Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Gheal's solution

957.
1303C
Perfect Keyboard · Tutorial
Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
Gheal's solution

958.
524A
A$>Ct<Cü8CÔ>, C$K Ct=C 5D$5 DÔBC„E C´NCD5C“ð Tutorial
Quality: 1,486 global accepts · Rating: 1600 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

959.
825B
Five-In-a-Row · Tutorial
Quality: 4,784 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Gheal's solution

960.
1334C
Circle of Monsters · Tutorial
Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Gheal's solution

961.
1327C
Game with Chips · Tutorial
Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

962.
431C
k-Tree · Tutorial
Quality: 29,784 global accepts · Rating: 1600 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees
Gheal's solution

963.
1291C
Mind Control · Tutorial
Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
Gheal's solution

964.
1295C
Obtain The String · Tutorial
Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
Gheal's solution

965.
1262D1
Optimal Subsequences (Easy Version) · Tutorial
Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
Gheal's solution

966.
1243B2
Character Swap (Hard Version) · Tutorial
Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings
Gheal's solution

967.
1247C
p-binary · Tutorial
Rating: 1600 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

968.
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
Gheal's solution

969.
2201A2
Lost Civilization (Hard Version) · Tutorial
Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
Gheal's solution

970.
2201B
Recollect Numbers · Tutorial
Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
Gheal's solution

971.
1066E
Binary Numbers AND Sum · Tutorial
Quality: 6,578 global accepts · Rating: 1700 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math
Gheal's solution

972.
2178D
Xmas or Hysteria · Tutorial
Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Gheal's solution

973.
2161B
Make Connected · Tutorial
Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
Gheal's solution

974.
2159A
MAD Interactive Problem · Tutorial
Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
Gheal's solution

975.
2152D
Division Versus Addition · Tutorial
Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
Gheal's solution

976.
1092C
Prefixes and Suffixes · Tutorial
Quality: 6,347 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
Gheal's solution

977.
1491C
Pekora and Trampoline · Tutorial
Quality: 8,394 global accepts · Rating: 1700 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
Gheal's solution

978.
1320B
Navigation System · Tutorial
Quality: 6,439 global accepts · Rating: 1700 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths
Gheal's solution

979.
926C
Is This a Zebra? · Tutorial
Quality: 2,090 global accepts · Rating: 1700 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
Gheal's solution

980.
2135B
For the Champion · Tutorial
Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
Gheal's solution

981.
2123F
Minimize Fixed Points · Tutorial
Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
Gheal's solution

982.
2096C
Wonderful City · Tutorial
Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
Gheal's solution

983.
2089A
Simple Permutation · Tutorial
Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
Gheal's solution

984.
2053D
Refined Product Optimality · Tutorial
Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
Gheal's solution

985.
2045A
Scrambled Scrabble · Tutorial
Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Gheal's solution

986.
2052F
Fix Flooded Floor · Tutorial
Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs
Gheal's solution

987.
2039D
Shohag Loves GCD · Tutorial
Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
Gheal's solution

988.
1089E
Easy Chess · Tutorial
Quality: 2,139 global accepts · Rating: 1700 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
Gheal's solution

989.
1267E
Elections · Tutorial
Quality: 3,518 global accepts · Rating: 1700 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy
Gheal's solution

990.
2018C
Tree Pruning · Tutorial
Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
Gheal's solution

991.
1969C
Minimizing the Sum · Tutorial
Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
Gheal's solution

992.
1948D
Tandem Repeats? · Tutorial
Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
Gheal's solution

993.
1942C2
Bessie's Birthday Cake (Hard Version) · Tutorial
Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
Gheal's solution

994.
1936A
Bitwise Operation Wizard · Tutorial
Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
Gheal's solution

995.
1930C
Lexicographically Largest · Tutorial
Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
Gheal's solution

996.
1916D
Mathematical Problem · Tutorial
Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
Gheal's solution

997.
630I
Parking Lot · Tutorial
Quality: 8,263 global accepts · Rating: 1700 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Gheal's solution

998.
30B
Codeforces World Finals · Tutorial
Quality: 1,387 global accepts · Rating: 1700 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Gheal's solution

999.
126B
Password · Tutorial
Quality: 24,773 global accepts · Rating: 1700 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
Gheal's solution

1000.
1776F
Train Splitting · Tutorial
Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
Gheal's solution

1001.
427C
Checkposts · Tutorial
Quality: 16,906 global accepts · Rating: 1700 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers
Gheal's solution

1002.
1783C
Yet Another Tournament · Tutorial
Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
Gheal's solution

1003.
1770C
Koxia and Number Theory · Tutorial
Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
Gheal's solution

1004.
1731C
Even Subarrays · Tutorial
Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
Gheal's solution

1005.
1731D
Valiant's New Map · Tutorial
Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
Gheal's solution

1006.
1693B
Fake Plastic Trees · Tutorial
Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
Gheal's solution

1007.
1684D
Traps · Tutorial
Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
Gheal's solution

1008.
1661C
Water the Trees · Tutorial
Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
Gheal's solution

1009.
1660F1
Promising String (easy version) · Tutorial
Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
Gheal's solution

1010.
1628B
Peculiar Movie Preferences · Tutorial
Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Gheal's solution

1011.
1626C
Monsters And Spells · Tutorial
Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
Gheal's solution

1012.
1619E
MEX and Increments · Tutorial
Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
Gheal's solution

1013.
1068C
Colored Rooks · Tutorial
Quality: 3,350 global accepts · Rating: 1700 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs
Gheal's solution

1014.
106C
Buns · Tutorial
Quality: 7,060 global accepts · Rating: 1700 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp
Gheal's solution

1015.
1578H
Higher Order Functions · Tutorial
Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
Gheal's solution

1016.
1114C
Trailing Loves (or L'oeufs?) · Tutorial
Quality: 7,889 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory
Gheal's solution

1017.
1023D
Array Restoration · Tutorial
Quality: 4,282 global accepts · Rating: 1700 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
Gheal's solution

1018.
1543D1
RPD and Rap Sheet (Easy Version) · Tutorial
Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Gheal's solution

1019.
1551D1
Domino (easy version) · Tutorial
Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
Gheal's solution

1020.
1550C
Manhattan Subarrays · Tutorial
Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation
Gheal's solution

1021.
1538D
Another Problem About Dividing Numbers · Tutorial
Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
Gheal's solution

1022.
1528B
Kavi on Pairing Duty · Tutorial
Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
Gheal's solution

1023.
1516C
Baby Ehab Partitions Again · Tutorial
Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
Gheal's solution

1024.
1503B
3-Coloring · Tutorial
Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive
Gheal's solution

1025.
1497E1
Square-Free Division (easy version) · Tutorial
Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
Gheal's solution

1026.
1476D
Journey · Tutorial
Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation
Gheal's solution

1027.
1478C
Nezzar and Symmetric Array · Tutorial
Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
Gheal's solution

1028.
1474C
Array Destruction · Tutorial
Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
Gheal's solution

1029.
1467B
Hills And Valleys · Tutorial
Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
Gheal's solution

1030.
1472E
Correct Placement · Tutorial
Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
Gheal's solution

1031.
1469D
Ceil Divisions · Tutorial
Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
Gheal's solution

1032.
1468D
Firecrackers · Tutorial
Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
Gheal's solution

1033.
1468F
Full Turn · Tutorial
Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, number theory
Gheal's solution

1034.
1462E2
Close Tuples (hard version) · Tutorial
Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
Gheal's solution

1035.
1451D
Circle Game · Tutorial
Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math
Gheal's solution

1036.
1293D
Aroma's Search · Tutorial
Rating: 1700 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
Gheal's solution

1037.
1228C
Primes and Multiplication · Tutorial
Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Gheal's solution

1038.
1430D
String Deletion · Tutorial
Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
Gheal's solution

1039.
1422C
Bargain · Tutorial
Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Gheal's solution

1040.
245C
Game with Coins · Tutorial
Quality: 1,687 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

1041.
1400B
RPG Protagonist · Tutorial
Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Gheal's solution

1042.
76E
Points · Tutorial
Quality: 1,892 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

1043.
850A
Five Dimensional Points · Tutorial
Quality: 3,381 global accepts · Rating: 1700 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
Gheal's solution

1044.
758C
Unfair Poll · Tutorial
Quality: 4,053 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math
Gheal's solution

1045.
831C
Jury Marks · Tutorial
Quality: 5,511 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
Gheal's solution

1046.
644B
Processing Queries · Tutorial
Quality: 2,845 global accepts · Rating: 1700 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, data

structures, two pointers
Gheal's solution

1047.
622C
Not Equal on a Segment · Tutorial
Quality: 7,524 global accepts · Rating: 1700 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Gheal's solution

1048.
76D
Plus and xor · Tutorial
Quality: 2,403 global accepts · Rating: 1700 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
Gheal's solution

1049.
1393C
Pinkie Pie Eats Patty-cakes · Tutorial
Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
Gheal's solution

1050.
1006D
Two Strings Swaps · Tutorial
Quality: 6,477 global accepts · Rating: 1700 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

1051.
1384C
String Transformation 1 · Tutorial
Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
Gheal's solution

1052.
409D
Big Data · Tutorial
Quality: 1,803 global accepts · Rating: 1700 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
Gheal's solution

1053.
409C
Magnum Opus · Tutorial
Quality: 2,139 global accepts · Rating: 1700 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
Gheal's solution

1054.
409A
The Great Game · Tutorial
Quality: 2,626 global accepts · Rating: 1700 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
Gheal's solution

1055.
1268A
Long Beautiful Integer · Tutorial
Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
Gheal's solution

1056.
1073D
Berland Fair · Tutorial
Quality: 6,722 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
Gheal's solution

1057.
900C
Remove Extra One · Tutorial
Quality: 5,007 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math
Gheal's solution

1058.
1037D
Valid BFS? · Tutorial
Quality: 19,105 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
Gheal's solution

1059.
559B
Equivalent Strings · Tutorial
Quality: 11,675 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings
Gheal's solution

1060.
1131F
Asya And Kittens · Tutorial
Quality: 7,754 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu
Gheal's solution

1061.
1257D
Yet Another Monster Killing Problem · Tutorial
Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
Gheal's solution

1062.
1368D
AND, OR and square sum · Tutorial
Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
Gheal's solution

1063.
1359C
Mixing Water · Tutorial
Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
Gheal's solution

1064.
1295B
Infinite Prefixes · Tutorial
Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
Gheal's solution

1065.
1343D
Constant Palindrome Sum · Tutorial
Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
Gheal's solution

1066.
1335E1
Three Blocks Palindrome (easy version) · Tutorial
Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
Gheal's solution

1067.
1333C
Eugene and an array · Tutorial
Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
Gheal's solution

1068.
630Q
Pyramids · Tutorial
Quality: 1,464 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
Gheal's solution

1069.
1332D
Walk on Matrix · Tutorial
Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
Gheal's solution

1070.
1325D
Ehab the Xorcist · Tutorial
Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
Gheal's solution

1071.
1312D
Count the Arrays · Tutorial
Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Gheal's solution

1072.
1313B
Different Rules · Tutorial
Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Gheal's solution

1073.
1301C
Ayoub's function · Tutorial
Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
Gheal's solution

1074.
1262C
Messy · Tutorial
Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

1075.
1249E
By Elevator or Stairs? · Tutorial
Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths
Gheal's solution

1076.
2211C2
Equal Multisets (Hard Version) · Tutorial
Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
Gheal's solution

1077.
2196C1
Interactive Graph (Simple Version) · Tutorial
Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
Gheal's solution

1078.
2187B
Shortest Statement Ever · Tutorial
Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
Gheal's solution

1079.
161D
Distance in Tree · Tutorial
Quality: 19,184 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
Gheal's solution

1080.
1133E
K Balanced Teams · Tutorial
Quality: 6,444 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, two pointers
Gheal's solution

1081.
2172B
Buses · Tutorial
Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
Gheal's solution

1082.
1179B
Tolik and His Uncle · Tutorial
Quality: 4,593 global accepts · Rating: 1800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
Gheal's solution

1083.
2144D
Price Tags · Tutorial
Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
Gheal's solution

1084.
2148F
Gravity Falls · Tutorial
Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
Gheal's solution

1085.
2138C1
Maple and Tree Beauty (Easy Version) · Tutorial
Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
Gheal's solution

1086.
1107D
Compression · Tutorial
Quality: 3,904 global accepts · Rating: 1800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math, number theory
Gheal's solution

1087.
2045M
Mirror Maze · Tutorial
Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
Gheal's solution

1088.
2039C2
Shohag Loves XOR (Hard Version) · Tutorial
Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
Gheal's solution

1089.
1267L
Lexicography · Tutorial
Quality: 3,358 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
Gheal's solution

1090.
1267J
Just Arrange the Icons · Tutorial
Quality: 3,057 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
Gheal's solution

1091.
2035D
Yet Another Real Number Problem · Tutorial
Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
Gheal's solution

1092.
2020D
Connect the Dots · Tutorial
Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
Gheal's solution

1093.
1995C
Squaring · Tutorial
Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
Gheal's solution

1094.
1990D
Grid Puzzle · Tutorial
Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
Gheal's solution

1095.
1965B
Missing Subsequence Sum · Tutorial
Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
Gheal's solution

1096.
1954D
Colored Balls · Tutorial
Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
Gheal's solution

1097.
1949I
Disks · Tutorial
Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
Gheal's solution

1098.
1930D1
Sum over all Substrings (Easy Version) · Tutorial
Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings
Gheal's solution

1099.
690E1
Photographs (I) · Tutorial
Quality: 735 global accepts · Rating: 1800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Gheal's solution

1100.
952D
I'm Feeling Lucky! · Tutorial
Quality: 2,566 global accepts · Rating: 1800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, probabilities
Gheal's solution

1101.
1582F1
Korney Korneevich and XOR (easy version) · Tutorial
Quality: 6,582 global accepts · Rating: 1800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
Gheal's solution

1102.
1870D
Prefix Purchase · Tutorial
Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
Gheal's solution

1103.
1845D
Rating System · Tutorial
Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
Gheal's solution

1104.
1809D
Binary String Sorting · Tutorial
Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

1105.
1782D
Many Perfect Squares · Tutorial
Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
Gheal's solution

1106.
1758D
Range = " Sum Tutorial
Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
Gheal's solution

1107.
1575D
Divisible by Twenty-Five · Tutorial

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp
Gheal's solution

1108.
777D
Cloud of Hashtags · Tutorial
Quality: 5,251 global accepts · Rating: 1800 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, strings
Gheal's solution

1109.
1637D
Yet Another Minimization Problem · Tutorial
Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
Gheal's solution

1110.
706D
Vasiliy's Multiset · Tutorial
Quality: 12,594 global accepts · Rating: 1800 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees
Gheal's solution

1111.
1619D
New Year's Problem · Tutorial
Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
Gheal's solution

1112.
1620C
BA-String · Tutorial
Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math
Gheal's solution

1113.
1196E
Connected Component on a Chessboard · Tutorial
Quality: 3,915 global accepts · Rating: 1800 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

1114.
1586D
Omkar and the Meaning of Life · Tutorial
Rating: 1800 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
Gheal's solution

1115.
519D
A and B and Interesting Substrings · Tutorial
Quality: 6,899 global accepts · Rating: 1800 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, two pointers
Gheal's solution

1116.
1556D
Take a Guess · Tutorial
Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Gheal's solution

1117.
1556C
Compressed Bracket Sequence · Tutorial
Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

Gheal's solution

1118.
1534D
Lost Tree · Tutorial
Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees
Gheal's solution

1119.
1552D
Array Differentiation · Tutorial
Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
Gheal's solution

1120.
1517D
Explorer Space · Tutorial
Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
Gheal's solution

1121.
1508B
Almost Sorted · Tutorial
Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
Gheal's solution

1122.
1505E
Cakewalk · Tutorial
Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths
Gheal's solution

1123.
1250B
The Feast and the Bus · Tutorial
Quality: 2,799 global accepts · Rating: 1800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Gheal's solution

1124.
1475D
Cleaning the Phone · Tutorial
Quality: 11,190 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
Gheal's solution

1125.
1463C
Busy Robot · Tutorial
Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

1126.
1462F
The Treasure of The Segments · Tutorial
Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
Gheal's solution

1127.
1450D
Rating Compression · Tutorial
Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy,

implementation, two pointers
Gheal's solution

1128.
1437C
Chef Monocarp · Tutorial
Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
Gheal's solution

1129.
190B
Surrounded · Tutorial
Quality: 3,092 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry
Gheal's solution

1130.
1398D
Colored Rectangles · Tutorial
Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
Gheal's solution

1131.
1208C
Magic Grid · Tutorial
Quality: 6,367 global accepts · Rating: 1800 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

1132.
1151C
Problem for Nazar · Tutorial
Quality: 5,605 global accepts · Rating: 1800 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

1133.
409E
Dome · Tutorial
Quality: 618 global accepts · Rating: 1800 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
Gheal's solution

1134.
1249D2
Too Many Segments (hard version) · Tutorial
Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Gheal's solution

1135.
404C
Restore Graph · Tutorial
Quality: 5,787 global accepts · Rating: 1800 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings
Gheal's solution

1136.
1283E
New Year Parties · Tutorial
Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Gheal's solution

1137.
1262D2
Optimal Subsequences (Hard Version) · Tutorial
Rating: 1800 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
Gheal's solution

1138.
1326D2
Prefix-Suffix Palindrome (Hard version) · Tutorial

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
Gheal's solution

1139.
913D
Too Easy Problems · Tutorial
Quality: 5,131 global accepts · Rating: 1800 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
Gheal's solution

1140.
1063B
Labyrinth · Tutorial
Quality: 9,256 global accepts · Rating: 1800 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
Gheal's solution

1141.
513G1
Inversions problem · Tutorial
Quality: 1,847 global accepts · Rating: 1800 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle
Gheal's solution

1142.
436C
Dungeons and Candies · Tutorial
Quality: 2,887 global accepts · Rating: 1800 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, trees
Gheal's solution

1143.
846B
Math Show · Tutorial
Quality: 2,839 global accepts · Rating: 1800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Gheal's solution

1144.
1156B
Ugly Pairs · Tutorial
Quality: 6,576 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings
Gheal's solution

1145.
65A
Harry Potter and Three Spells · Tutorial
Quality: 2,015 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Gheal's solution

1146.
1316C
Primitive Primes · Tutorial
Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search
Gheal's solution

1147.
663A
Rebus · Tutorial
Quality: 3,783 global accepts · Rating: 1800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math
Gheal's solution

1148.
89A
Robbery · Tutorial

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

1149.
1109B
Sasha and One More Name · Tutorial
Quality: 4,537 global accepts · Rating: 1800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings
Gheal's solution

1150.
727D
T-shirts Distribution · Tutorial
Quality: 2,075 global accepts · Rating: 1800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, greedy
Gheal's solution

1151.
1335E2
Three Blocks Palindrome (hard version) · Tutorial
Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers
Gheal's solution

1152.
1334D
Minimum Euler Cycle · Tutorial
Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
Gheal's solution

1153.
630M
Turn · Tutorial
Quality: 1,399 global accepts · Rating: 1800 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
Gheal's solution

1154.
1328D
Carousel · Tutorial
Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
Gheal's solution

1155.
1327E
Count The Blocks · Tutorial
Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Gheal's solution

1156.
869C
The Intriguing Obsession · Tutorial
Quality: 5,204 global accepts · Rating: 1800 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Gheal's solution

1157.
478C
Table Decorations · Tutorial
Quality: 20,596 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Gheal's solution

1158.
1296E1
String Coloring (easy version) · Tutorial
Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

Gheal's solution

1159.
1295D
Same GCDs · Tutorial
Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Gheal's solution

1160.
888E
Maximum Subsequence · Tutorial
Quality: 9,202 global accepts · Rating: 1800 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
Gheal's solution

1161.
1225D
Power Products · Tutorial
Quality: 10,047 global accepts · Rating: 1800 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
Gheal's solution

1162.
1283D
Christmas Trees · Tutorial
Quality: 9,445 global accepts · Rating: 1800 · first AC: 2019-12-29 · last AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
Gheal's solution

1163.
2211D
AND-array · Tutorial
Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math
Gheal's solution

1164.
2157E
Adjusting Drones · Tutorial
Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
Gheal's solution

1165.
2148G
Farmer John's Last Wish · Tutorial
Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory
Gheal's solution

1166.
2138B
Antiamuny Wants to Learn Swap · Tutorial
Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
Gheal's solution

1167.
1512F
Education · Tutorial
Quality: 6,817 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation
Gheal's solution

1168.
1679D
Toss a Coin to Your Graph... · Tutorial
Quality: 5,814 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar,

dp, graphs
Gheal's solution

1169.
1914F
Programming Competition · Tutorial
Quality: 5,009 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
Gheal's solution

1170.
2089B1
Canteen (Easy Version) · Tutorial
Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
Gheal's solution

1171.
2077B
Finding OR Sum · Tutorial
Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
Gheal's solution

1172.
2053E
Resourceful Caterpillar Sequence · Tutorial
Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
Gheal's solution

1173.
2052E
Expression Correction · Tutorial
Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings
Gheal's solution

1174.
1089F
Fractions · Tutorial
Quality: 2,150 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: math
Gheal's solution

1175.
1994D
Funny Game · Tutorial
Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
Gheal's solution

1176.
1969D
Shop Game · Tutorial
Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
Gheal's solution

1177.
1949C
Annual Ants' Gathering · Tutorial
Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
Gheal's solution

1178.
1909D
Split Plus K · Tutorial

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
Gheal's solution

1179.
1902E
Collapsing Strings · Tutorial
Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees
Gheal's solution

1180.
1902D
Robot Queries · Tutorial
Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation
Gheal's solution

1181.
952B
A Map of the Cat · Tutorial
Quality: 2,116 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, interactive
Gheal's solution

1182.
630E
A rectangle · Tutorial
Quality: 2,633 global accepts · Rating: 1900 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: math
Gheal's solution

1183.
1847D
Professor Higashikata · Tutorial
Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings
Gheal's solution

1184.
1819B
The Butcher · Tutorial
Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers
Gheal's solution

1185.
1785B
Letter Exchange · Tutorial
Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
Gheal's solution

1186.
1787D
Game on Axis · Tutorial
Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
Gheal's solution

1187.
1774E
Two Chess Pieces · Tutorial
Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
Gheal's solution

1188.
792D
Paths in a Complete Binary Tree · Tutorial
Quality: 3,396 global accepts · Rating: 1900 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, trees
Gheal's solution

1189.
1738D
Permutation Addicts · Tutorial
Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
Gheal's solution

1190.
1163C2
Power Transmission (Hard Edition) · Tutorial
Quality: 3,955 global accepts · Rating: 1900 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math
Gheal's solution

1191.
1661D
Progressions Covering · Tutorial
Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
Gheal's solution

1192.
1651D
Nearest Excluded Points · Tutorial
Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths
Gheal's solution

1193.
191C
Fools and Roads · Tutorial
Quality: 9,224 global accepts · Rating: 1900 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
Gheal's solution

1194.
1328E
Tree Queries · Tutorial
Quality: 11,723 global accepts · Rating: 1900 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
Gheal's solution

1195.
455B
A Lot of Games · Tutorial
Quality: 6,854 global accepts · Rating: 1900 · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees
Gheal's solution

1196.
1627D
Not Adding · Tutorial
Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
Gheal's solution

1197.
1624G
MinOr Tree · Tutorial
Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
Gheal's solution

1198.
1264B
Beautiful Sequence · Tutorial
Quality: 6,046 global accepts · Rating: 1900 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
Gheal's solution

1199.
1175D
Array Splitting · Tutorial
Quality: 7,068 global accepts · Rating: 1900 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Gheal's solution

1200.
1242B
0-1 MST · Tutorial
Quality: 9,249 global accepts · Rating: 1900 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
Gheal's solution

1201.
1620E
Replace the Numbers · Tutorial
Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
Gheal's solution

1202.
1547F
Array Stabilization (GCD version) · Tutorial
Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers
Gheal's solution

1203.
1508A
Binary Literature · Tutorial
Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
Gheal's solution

1204.
1494C
1D Sokoban · Tutorial
Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
Gheal's solution

1205.
1490G
Old Floppy Drive · Tutorial
Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math
Gheal's solution

1206.
1475F
Unusual Matrix · Tutorial
Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms
Gheal's solution

1207.
1475G
Strange Beauty · Tutorial
Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings
Gheal's solution

1208.
1471D
Strange Definition · Tutorial
Rating: 1900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
Gheal's solution

1209.
1430E
String Reversal · Tutorial
Quality: 7,334 global accepts · Rating: 1900 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
Gheal's solution

1210.
1440C2
Binary Table (Hard Version) · Tutorial
Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

1211.
1207E
XOR Guessing · Tutorial
Quality: 6,655 global accepts · Rating: 1900 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math
Gheal's solution

1212.
1435C
Perform Easily · Tutorial
Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, sortings, two pointers
Gheal's solution

1213.
1436D
Bandit in a City · Tutorial
Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees
Gheal's solution

1214.
1228D
Complete Tripartite · Tutorial
Quality: 5,420 global accepts · Rating: 1900 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation
Gheal's solution

1215.
1423B
Valuable Paper · Tutorial
Quality: 2,105 global accepts · Rating: 1900 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings, graphs
Gheal's solution

1216.
1354D
Multiset · Tutorial
Quality: 10,176 global accepts · Rating: 1900 · first AC: 2020-05-17 · last AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
Gheal's solution

1217.
1405D
Tree Tag · Tutorial
Rating: 1900 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees
Gheal's solution

1218.
1375D
Replace by MEX · Tutorial
Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings
Gheal's solution

1219.
577B
Modulo Sum · Tutorial
Quality: 14,861 global accepts · Rating: 1900 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers
Gheal's solution

1220.
20C
Dijkstra? · Tutorial
Quality: 46,904 global accepts · Rating: 1900 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
Gheal's solution

1221.
448C
Painting Fence · Tutorial
Quality: 10,793 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy
Gheal's solution

1222.
1400D
Zigzags · Tutorial
Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers
Gheal's solution

1223.
1144E
Median String · Tutorial
Quality: 4,427 global accepts · Rating: 1900 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings
Gheal's solution

1224.
656A
Da Vinci Powers · Tutorial
Quality: 3,815 global accepts · Rating: 1900 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: *special
Gheal's solution

1225.
409F
000001 · Tutorial
Quality: 2,173 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
Gheal's solution

1226.
1208D
Restore Permutation · Tutorial
Quality: 5,462 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
Gheal's solution

1227.
190D
Non-Secret Cypher · Tutorial
Quality: 2,661 global accepts · Rating: 1900 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
Gheal's solution

1228.
1369D
TediousLee · Tutorial
Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees
Gheal's solution

1229.
1092F
Tree with Maximum Cost · Tutorial

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
Gheal's solution

1230.
1238D
AB-string · Tutorial
Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings
Gheal's solution

1231.
1245D
Shichikuji and Power Grid · Tutorial
Quality: 9,605 global accepts · Rating: 1900 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees
Gheal's solution

1232.
1358D
The Best Vacation · Tutorial
Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers
Gheal's solution

1233.
178D2
Magic Squares · Tutorial
Quality: 326 global accepts · Rating: 1900 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1234.
1348D
Phoenix and Science · Tutorial
Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
Gheal's solution

1235.
1303D
Fill The Bag · Tutorial
Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
Gheal's solution

1236.
1342D
Multiple Testcases · Tutorial
Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
Gheal's solution

1237.
959E
Mahmoud and Ehab and the xor-MST · Tutorial
Quality: 3,767 global accepts · Rating: 1900 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math
Gheal's solution

1238.
1276B
Two Fairs · Tutorial
Quality: 5,669 global accepts · Rating: 1900 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
Gheal's solution

1239.
653C
Bear and Up-Down · Tutorial

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Gheal's solution

1240.
1260D
A Game with Traps · Tutorial
Quality: 4,194 global accepts · Rating: 1900 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
Gheal's solution

1241.
1095E
Almost Regular Bracket Sequence · Tutorial
Quality: 4,481 global accepts · Rating: 1900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Gheal's solution

1242.
722D
Generating Sets · Tutorial
Quality: 3,350 global accepts · Rating: 1900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees
Gheal's solution

1243.
1277D
Let's Play the Words? · Tutorial
Quality: 3,276 global accepts · Rating: 1900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, math
Gheal's solution

1244.
1197D
Yet Another Subarray Problem · Tutorial
Quality: 5,781 global accepts · Rating: 1900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
Gheal's solution

1245.
1270D
Strange Device · Tutorial
Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
Gheal's solution

1246.
1313C2
Skyscrapers (hard version) · Tutorial
Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Gheal's solution

1247.
622D
Optimal Number Permutation · Tutorial
Quality: 3,392 global accepts · Rating: 1900 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Gheal's solution

1248.
1272E
Nearest Opposite Parity · Tutorial
Quality: 7,933 global accepts · Rating: 1900 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
Gheal's solution

1249.
1155D
Beautiful Array · Tutorial
Quality: 7,721 global accepts · Rating: 1900 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
Gheal's solution

1250.
253D
Table with Letters - 2 · Tutorial
Quality: 925 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers
Gheal's solution

1251.
2196C2
Interactive Graph (Hard Version) · Tutorial
Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
Gheal's solution

1252.
2131G
Wafu! · Tutorial
Quality: 3,774 global accepts · Rating: 2000 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
Gheal's solution

1253.
242E
XOR on Segment · Tutorial
Quality: 11,863 global accepts · Rating: 2000 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures
Gheal's solution

1254.
2178E
Flatten or Concatenate · Tutorial
Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
Gheal's solution

1255.
2172I
Birthday · Tutorial
Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
Gheal's solution

1256.
2073J
Gathering Sharks · Tutorial
Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1257.
2138C2
Maple and Tree Beauty (Hard Version) · Tutorial
Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
Gheal's solution

1258.
1741F
Multi-Colored Segments · Tutorial
Quality: 2,906 global accepts · Rating: 2000 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings
Gheal's solution

1259.
2135C
By the Assignment · Tutorial
Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
Gheal's solution

1260.
1200E
Compress Words · Tutorial
Quality: 9,365 global accepts · Rating: 2000 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
Gheal's solution

1261.
2096D
Wonderful Lightbulbs · Tutorial
Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
Gheal's solution

1262.
2045B
ICPC Square · Tutorial
Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
Gheal's solution

1263.
2048E
Kevin and Bipartite Graph · Tutorial
Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
Gheal's solution

1264.
2052J
Judicious Watching · Tutorial
Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
Gheal's solution

1265.
2020E
Expected Power · Tutorial
Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
Gheal's solution

1266.
818C
Sofa Thief · Tutorial
Quality: 1,371 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Gheal's solution

1267.
1772F
Copy of a Copy of a Copy · Tutorial
Quality: 2,805 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
Gheal's solution

1268.
1584D
Guess the Permutation · Tutorial
Quality: 3,991 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math
Gheal's solution

1269.
1943B
Non-Palindromic Substring · Tutorial
Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
Gheal's solution

1270.
1936B
Pinball · Tutorial
Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
Gheal's solution

1271.
432D
Prefixes and Suffixes · Tutorial
Quality: 11,994 global accepts · Rating: 2000 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers
Gheal's solution

1272.
1783D
Different Arrays · Tutorial
Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
Gheal's solution

1273.
1770D
Koxia and Game · Tutorial
Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
Gheal's solution

1274.
1731E
Graph Cost · Tutorial
Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
Gheal's solution

1275.
453B
Little Pony and Harmony Chest · Tutorial
Quality: 5,403 global accepts · Rating: 2000 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
Gheal's solution

1276.
1391D
505 · Tutorial
Quality: 5,771 global accepts · Rating: 2000 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
Gheal's solution

1277.
2B
The least round way · Tutorial
Quality: 12,949 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
Gheal's solution

1278.
1753C
Wish I Knew How to Sort · Tutorial
Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
Gheal's solution

1279.
1718B
Fibonacci Strings · Tutorial
Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
Gheal's solution

1280.
1672F1
Array Shuffling · Tutorial
Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
Gheal's solution

1281.
1622D
Shuffle · Tutorial
Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers
Gheal's solution

1282.
1624E
Masha-forgetful · Tutorial
Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings
Gheal's solution

1283.
1624F
Interacdive Problem · Tutorial
Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
Gheal's solution

1284.
1616D
Keep the Average High · Tutorial
Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
Gheal's solution

1285.
1619G
Unusual Minesweeper · Tutorial
Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings
Gheal's solution

1286.
1619F
Let's Play the Hat? · Tutorial
Quality: 2,340 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Gheal's solution

1287.
1620D
Exact Change · Tutorial
Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
Gheal's solution

1288.
1612E
Messages · Tutorial
Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · last AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
Gheal's solution

1289.
1514D
Cut and Stick · Tutorial
Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
Gheal's solution

1290.
1493C
K-beautiful Strings · Tutorial
Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
Gheal's solution

1291.
843B
Interactive LowerBound · Tutorial
Quality: 2,583 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities
Gheal's solution

1292.
1288E
Messenger Simulator · Tutorial
Quality: 4,017 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Gheal's solution

1293.
1481D
AB Graph · Tutorial
Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
Gheal's solution

1294.
1380D
Berserk And Fireball · Tutorial
Quality: 5,005 global accepts · Rating: 2000 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
Gheal's solution

1295.
1204D1
Kirk and a Binary String (easy version) · Tutorial
Quality: 3,219 global accepts · Rating: 2000 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
Gheal's solution

1296.
1385E
Directing Edges · Tutorial
Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Gheal's solution

1297.
999F
Cards and Joy · Tutorial
Quality: 3,266 global accepts · Rating: 2000 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
Gheal's solution

1298.
777E
Hanoi Factory · Tutorial
Quality: 4,753 global accepts · Rating: 2000 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
Gheal's solution

1299.
557D
Vitaly and Cycle · Tutorial
Quality: 2,380 global accepts · Rating: 2000 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
Gheal's solution

1300.
1294F
Three Paths on a Tree · Tutorial
Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
Gheal's solution

1301.
1399E1
Weights Division (easy version) · Tutorial
Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
Gheal's solution

1302.
975D
Ghosts · Tutorial
Quality: 2,389 global accepts · Rating: 2000 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
Gheal's solution

1303.
630O
Arrow · Tutorial
Quality: 885 global accepts · Rating: 2000 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry
Gheal's solution

1304.
1301D
Time to Run · Tutorial
Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
Gheal's solution

1305.
1451E1
Bitwise Queries (Easy Version) · Tutorial
Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Gheal's solution

1306.
1359E
Modular Stability · Tutorial
Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
Gheal's solution

1307.
1359D
Yet Another Yet Another Task · Tutorial
Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
Gheal's solution

1308.
920F
SUM and REPLACE · Tutorial
Quality: 8,602 global accepts · Rating: 2000 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory
Gheal's solution

1309.
792C
Divide by Three · Tutorial
Quality: 5,000 global accepts · Rating: 2000 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
Gheal's solution

1310.
1183E
Subsequences (easy version) · Tutorial
Quality: 5,422 global accepts · Rating: 2000 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
Gheal's solution

1311.
1427C
The Hard Work of Paparazzi · Tutorial
Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · last AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
Gheal's solution

1312.
1427D
Unshuffling a Deck · Tutorial
Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Gheal's solution

1313.
933B
A Determined Cleanup · Tutorial
Quality: 2,055 global accepts · Rating: 2000 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

1314.
797E
Array Queries · Tutorial
Quality: 5,609 global accepts · Rating: 2000 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
Gheal's solution

1315.
61C
Capture Valerian · Tutorial
Quality: 851 global accepts · Rating: 2000 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

1316.
388C
Fox and Card Game · Tutorial
Quality: 3,818 global accepts · Rating: 2000 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
Gheal's solution

1317.
474C
Captain Marmot · Tutorial
Quality: 3,386 global accepts · Rating: 2000 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
Gheal's solution

1318.
21C
Stripe 2 · Tutorial
Quality: 2,540 global accepts · Rating: 2000 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings
Gheal's solution

1319.
958A2
Death Stars (medium) · Tutorial
Quality: 1,058 global accepts · Rating: 2000 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
Gheal's solution

1320.
280A
Rectangle Puzzle · Tutorial
Quality: 1,586 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry

Gheal's solution

1321.
571B
Minimization · Tutorial
Quality: 2,824 global accepts · Rating: 2000 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
Gheal's solution

1322.
171E
MYSTERIOUS LANGUAGE · Tutorial
Quality: 1,601 global accepts · Rating: 2000 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
Gheal's solution

1323.
20B
Equation · Tutorial
Quality: 4,805 global accepts · Rating: 2000 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math
Gheal's solution

1324.
27E
Number With The Given Amount Of Divisors · Tutorial
Quality: 4,907 global accepts · Rating: 2000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory
Gheal's solution

1325.
464B
Restore Cube · Tutorial
Quality: 1,782 global accepts · Rating: 2000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
Gheal's solution

1326.
514C
Watto and Mechanism · Tutorial
Quality: 8,159 global accepts · Rating: 2000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
Gheal's solution

1327.
1366D
Two Divisors · Tutorial
Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
Gheal's solution

1328.
895C
Square Subsets · Tutorial
Quality: 7,348 global accepts · Rating: 2000 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
Gheal's solution

1329.
938D
Buy a Ticket · Tutorial
Quality: 6,967 global accepts · Rating: 2000 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
Gheal's solution

1330.
252E
Number Transformation · Tutorial
Rating: 2000 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
Gheal's solution

1331.
749D
Leaving Auction · Tutorial

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
Gheal's solution

1332.
1244C
The Football Season · Tutorial
Quality: 8,296 global accepts · Rating: 2000 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
Gheal's solution

1333.
1354C2
Not So Simple Polygon Embedding · Tutorial
Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math
Gheal's solution

1334.
1349C
Orac and Game of Life · Tutorial
Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
Gheal's solution

1335.
852B
Neural Network country · Tutorial
Quality: 1,714 global accepts · Rating: 2000 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
Gheal's solution

1336.
1316D
Nash Matrix · Tutorial
Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
Gheal's solution

1337.
540C
Ice Cave · Tutorial
Quality: 8,236 global accepts · Rating: 2000 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
Gheal's solution

1338.
466B
Wonder Room · Tutorial
Quality: 5,267 global accepts · Rating: 2000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Gheal's solution

1339.
1311D
Three Integers · Tutorial
Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Gheal's solution

1340.
2205E
Simons and Dividing the Rhythm · Tutorial
Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings
Gheal's solution

1341.
1213F
Unstable String Sort · Tutorial
Quality: 3,020 global accepts · Rating: 2100 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

Gheal's solution

1342.
2172K
Kindergarten Homework · Tutorial
Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
Gheal's solution

1343.
2161D
Locked Out · Tutorial
Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
Gheal's solution

1344.
2162F
Beautiful Intervals · Tutorial
Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
Gheal's solution

1345.
2152E
Monotone Subsequence · Tutorial
Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
Gheal's solution

1346.
1000E
We Need More Bosses · Tutorial
Quality: 6,512 global accepts · Rating: 2100 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees
Gheal's solution

1347.
2135D1
From the Unknown (Easy Version) · Tutorial
Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
Gheal's solution

1348.
2123G
Modular Sorting · Tutorial
Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
Gheal's solution

1349.
2045I
Microwavable Subsequence · Tutorial
Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures
Gheal's solution

1350.
2052D
DAG Serialization · Tutorial
Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs
Gheal's solution

1351.
1267K
Key Storage · Tutorial
Quality: 2,142 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
Gheal's solution

1352.
1948E
Clique Partition · Tutorial
Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
Gheal's solution

1353.
1942D
Learning to Paint · Tutorial
Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
Gheal's solution

1354.
321C
Ciel the Commander · Tutorial
Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
Gheal's solution

1355.
1776G
Another Wine Tasting Event · Tutorial
Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
Gheal's solution

1356.
498C
Array and Operations · Tutorial
Quality: 4,191 global accepts · Rating: 2100 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory
Gheal's solution

1357.
1787E
The Harmonization of XOR · Tutorial
Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
Gheal's solution

1358.
1593F
Red-Black Number · Tutorial
Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle
Gheal's solution

1359.
1525E
Assimilation IV · Tutorial
Quality: 2,447 global accepts · Rating: 2100 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers
Gheal's solution

1360.
1684E
MEX vs DIFF · Tutorial
Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
Gheal's solution

1361.
1671E
Preorder · Tutorial
Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp,

dsu, hashing, sortings, trees
Gheal's solution

1362.
1637E
Best Pair · Tutorial
Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
Gheal's solution

1363.
1626D
Martial Arts Tournament · Tutorial
Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
Gheal's solution

1364.
1614D1
Divan and Kostomuksha (easy version) · Tutorial
Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
Gheal's solution

1365.
601B
Lipshitz Sequence · Tutorial
Quality: 2,423 global accepts · Rating: 2100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
Gheal's solution

1366.
1605D
Treelabeling · Tutorial
Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
Gheal's solution

1367.
1606E
Arena · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
Gheal's solution

1368.
1551D2
Domino (hard version) · Tutorial
Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
Gheal's solution

1369.
1538E
Funny Substrings · Tutorial
Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings
Gheal's solution

1370.
1056E
Check Transcription · Tutorial
Quality: 2,814 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, strings
Gheal's solution

1371.
209B
Pixels · Tutorial

Quality: 487 global accepts · Rating: 2100 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

1372.
1510D
Digits · Tutorial
Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
Gheal's solution

1373.
1510G
Guide · Tutorial
Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1374.
1483C
Skyline Photo · Tutorial
Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
Gheal's solution

1375.
1493D
GCD of an Array · Tutorial
Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers
Gheal's solution

1376.
1486D
Max Median · Tutorial
Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
Gheal's solution

1377.
1204D2
Kirk and a Binary String (hard version) · Tutorial
Quality: 3,395 global accepts · Rating: 2100 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings
Gheal's solution

1378.
333D
Characteristics of Rectangles · Tutorial
Quality: 2,239 global accepts · Rating: 2100 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
Gheal's solution

1379.
895D
String Mark · Tutorial
Quality: 1,238 global accepts · Rating: 2100 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings
Gheal's solution

1380.
1343E
Weights Distributing · Tutorial
Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
Gheal's solution

1381.
1265E
Beautiful Mirrors · Tutorial
Quality: 4,522 global accepts · Rating: 2100 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities
Gheal's solution

1382.
847F
Berland Elections · Tutorial
Quality: 1,003 global accepts · Rating: 2100 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Gheal's solution

1383.
955C
Sad powers · Tutorial
Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
Gheal's solution

1384.
1450C1
Errich-Tac-Toe (Easy Version) · Tutorial
Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

1385.
1185F
Two Pizzas · Tutorial
Quality: 2,237 global accepts · Rating: 2100 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
Gheal's solution

1386.
899F
Letters Removing · Tutorial
Quality: 2,031 global accepts · Rating: 2100 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
Gheal's solution

1387.
571A
Lengthening Sticks · Tutorial
Quality: 2,681 global accepts · Rating: 2100 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
Gheal's solution

1388.
354C
Vasya and Beautiful Arrays · Tutorial
Quality: 3,332 global accepts · Rating: 2100 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory
Gheal's solution

1389.
441D
Valera and Swaps · Tutorial
Quality: 1,200 global accepts · Rating: 2100 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures
Gheal's solution

1390.
1207F
Remainder Problem · Tutorial
Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
Gheal's solution

1391.
1029E
Tree with Small Distances · Tutorial
Quality: 3,416 global accepts · Rating: 2100 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
Gheal's solution

1392.
1418D
Trash Problem · Tutorial
Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

Gheal's solution

1393.
491B
New York Hotel · Tutorial
Quality: 655 global accepts · Rating: 2100 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Gheal's solution

1394.
1392E
Omkar and Duck · Tutorial
Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Gheal's solution

1395.
1393D
Rarity and New Dress · Tutorial
Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
Gheal's solution

1396.
132D
Constants in the language of Shakespeare · Tutorial
Quality: 724 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
Gheal's solution

1397.
1389D
Segment Intersections · Tutorial
Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
Gheal's solution

1398.
269C
Flawed Flow · Tutorial
Quality: 1,818 global accepts · Rating: 2100 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy
Gheal's solution

1399.
464C
Substitutes in Number · Tutorial
Quality: 1,952 global accepts · Rating: 2100 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
Gheal's solution

1400.
1364D
Ehab's Last Corollary · Tutorial
Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
Gheal's solution

1401.
178D3
Magic Squares · Tutorial
Quality: 271 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1402.
1360H
Binary Median · Tutorial
Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

Gheal's solution

1403.
1333D
Challenges in school ! 41 Tutorial
Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings
Gheal's solution

1404.
748D
Santa Claus and a Palindrome · Tutorial
Quality: 2,053 global accepts · Rating: 2100 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
Gheal's solution

1405.
988E
Divisibility by 25 · Tutorial
Quality: 4,429 global accepts · Rating: 2100 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Gheal's solution

1406.
1202C
You Are Given a WASD-string... · Tutorial
Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings
Gheal's solution

1407.
960F
Pathwalks · Tutorial
Quality: 3,383 global accepts · Rating: 2100 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
Gheal's solution

1408.
1025D
Recovering BST · Tutorial
Quality: 4,138 global accepts · Rating: 2100 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees
Gheal's solution

1409.
993C
Careful Maneuvering · Tutorial
Quality: 1,808 global accepts · Rating: 2100 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry
Gheal's solution

1410.
1332E
Height All the Same · Tutorial
Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices
Gheal's solution

1411.
630P
Area of a Star · Tutorial
Quality: 1,346 global accepts · Rating: 2100 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
Gheal's solution

1412.
2179H
Blackslex and Plants · Tutorial
Quality: 1,303 global accepts · Rating: 2200 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

Gheal's solution

1413.
2178F
Conquer or of Forest · Tutorial
Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
Gheal's solution

1414.
1580C
Train Maintenance · Tutorial
Quality: 2,239 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation
Gheal's solution

1415.
2162G
Beautiful Tree · Tutorial
Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees
Gheal's solution

1416.
2144E1
Looking at Towers (easy version) · Tutorial
Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
Gheal's solution

1417.
1179C
Serge and Dining Room · Tutorial
Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
Gheal's solution

1418.
1906H
Twin Friends · Tutorial
Quality: 1,089 global accepts · Rating: 2200 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
Gheal's solution

1419.
1110D
Jongmah · Tutorial
Quality: 3,997 global accepts · Rating: 2200 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
Gheal's solution

1420.
1253E
Antenna Coverage · Tutorial
Quality: 3,064 global accepts · Rating: 2200 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings
Gheal's solution

1421.
47E
Cannon · Tutorial
Quality: 441 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, sortings
Gheal's solution

1422.
47D
Safe · Tutorial
Quality: 974 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
Gheal's solution

1423.
908D
New Year and Arbitrary Arrangement · Tutorial
Quality: 2,607 global accepts · Rating: 2200 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
Gheal's solution

1424.
2089C1
Key of Like (Easy Version) · Tutorial
Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
Gheal's solution

1425.
2045G
X Aura · Tutorial
Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths
Gheal's solution

1426.
2045H
Missing Separators · Tutorial
Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings
Gheal's solution

1427.
2039E
Shohag Loves Inversions · Tutorial
Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math
Gheal's solution

1428.
1089A
Alice the Fan · Tutorial
Quality: 1,273 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp
Gheal's solution

1429.
1954E
Chain Reaction · Tutorial
Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
Gheal's solution

1430.
1949F
Dating · Tutorial
Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees
Gheal's solution

1431.
1227F1
Wrong Answer on test 233 (Easy Version) · Tutorial
Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp
Gheal's solution

1432.
575G
Run for beer · Tutorial
Quality: 995 global accepts · Rating: 2200 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths
Gheal's solution

1433.
505D
Mr. Kitayuta's Technology · Tutorial
Quality: 2,932 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
Gheal's solution

1434.
1672E
notepad.exe · Tutorial
Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
Gheal's solution

1435.
1635E
Cars · Tutorial
Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
Gheal's solution

1436.
1646E
Power Board · Tutorial
Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
Gheal's solution

1437.
1627E
Not Escaping · Tutorial
Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
Gheal's solution

1438.
1607H
Banquet Preparations 2 · Tutorial
Quality: 1,427 global accepts · Rating: 2200 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
Gheal's solution

1439.
907D
Seating of Students · Tutorial
Rating: 2200 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
Gheal's solution

1440.
1607G
Banquet Preparations 1 · Tutorial
Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy
Gheal's solution

1441.
903D
Almost Difference · Tutorial
Quality: 4,475 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
Gheal's solution

1442.
1556E
Equilibrium · Tutorial
Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
Gheal's solution

1443.
1503C
Travelling Salesman Problem · Tutorial

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
Gheal's solution

1444.
1461E
Water Level · Tutorial
Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math
Gheal's solution

1445.
1438D
Powerful Ksenia · Tutorial
Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
Gheal's solution

1446.
1117E
Decypher the String · Tutorial
Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
Gheal's solution

1447.
1425E
Excitation of Atoms · Tutorial
Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
Gheal's solution

1448.
1400E
Clear the Multiset · Tutorial
Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
Gheal's solution

1449.
1155E
Guess the Root · Tutorial
Quality: 1,602 global accepts · Rating: 2200 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math
Gheal's solution

1450.
409G
On a plane · Tutorial
Quality: 562 global accepts · Rating: 2200 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry
Gheal's solution

1451.
1295E
Permutation Separation · Tutorial
Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
Gheal's solution

1452.
1283F
DIY Garland · Tutorial
Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees
Gheal's solution

1453.
2041I
Auto Complete · Tutorial
Quality: 673 global accepts · Rating: 2300 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

Gheal's solution

1454.
2187C
Jerry and Tom · Tutorial
Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
Gheal's solution

1455.
1743F
Intersection and Union · Tutorial
Quality: 1,803 global accepts · Rating: 2300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, probabilities
Gheal's solution

1456.
2172J
Sliding Tiles · Tutorial
Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu
Gheal's solution

1457.
2172L
Maximum Color Segment · Tutorial
Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
Gheal's solution

1458.
2159C
Twin Polynomials · Tutorial
Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math
Gheal's solution

1459.
936C
Lock Puzzle · Tutorial
Quality: 1,259 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings
Gheal's solution

1460.
2063E
Triangle Tree · Tutorial
Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
Gheal's solution

1461.
1705E
Mark and Professor Koro · Tutorial
Quality: 2,455 global accepts · Rating: 2300 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
Gheal's solution

1462.
1045C
Hyperspace Highways · Tutorial
Quality: 827 global accepts · Rating: 2300 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees
Gheal's solution

1463.
2134D
Sliding Tree · Tutorial

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees
Gheal's solution

1464.
2134E
Power Boxes · Tutorial
Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive
Gheal's solution

1465.
1203F2
Complete the Projects (hard version) · Tutorial
Quality: 3,316 global accepts · Rating: 2300 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
Gheal's solution

1466.
808G
Anthem of Berland · Tutorial
Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
Gheal's solution

1467.
123D
String · Tutorial
Quality: 1,431 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures
Gheal's solution

1468.
2035E
Monster · Tutorial
Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
Gheal's solution

1469.
1995D
Cases · Tutorial
Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings
Gheal's solution

1470.
1977D
XORificator · Tutorial
Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing
Gheal's solution

1471.
1411E
Poman Numbers · Tutorial
Quality: 1,830 global accepts · Rating: 2300 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings
Gheal's solution

1472.
1942E
Farm Game · Tutorial
Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games
Gheal's solution

1473.
1949G
Scooter · Tutorial
Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
Gheal's solution

1474.
1916E
Happy Life in University · Tutorial
Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
Gheal's solution

1475.
718C
Sasha and Array · Tutorial
Quality: 4,621 global accepts · Rating: 2300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices
Gheal's solution

1476.
1712E1
LCM Sum (easy version) · Tutorial
Quality: 2,461 global accepts · Rating: 2300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
Gheal's solution

1477.
1600F
Party Organization · Tutorial
Quality: 616 global accepts · Rating: 2300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities
Gheal's solution

1478.
598C
Nearest vectors · Tutorial
Quality: 5,405 global accepts · Rating: 2300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings
Gheal's solution

1479.
1575I
Illusions of the Desert · Tutorial
Quality: 1,020 global accepts · Rating: 2300 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
Gheal's solution

1480.
22E
Scheme · Tutorial
Quality: 2,082 global accepts · Rating: 2300 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
Gheal's solution

1481.
1782E
Rectangle Shrinking · Tutorial
Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
Gheal's solution

1482.
1783E
Game of the Year · Tutorial
Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
Gheal's solution

1483.
1699D
Almost Triple Deletions · Tutorial
Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Gheal's solution

1484.
1748E
Yet Another Array Counting Problem · Tutorial

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
Gheal's solution

1485.
600E
Lomsat gelral · Tutorial
Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
Gheal's solution

1486.
1188B
Count Pairs · Tutorial
Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers
Gheal's solution

1487.
677E
Vanya and Balloons · Tutorial
Quality: 755 global accepts · Rating: 2300 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation
Gheal's solution

1488.
1245E
Hyakugoku and Ladders · Tutorial
Quality: 1,364 global accepts · Rating: 2300 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths
Gheal's solution

1489.
584E
Anton and Ira · Tutorial
Quality: 1,492 global accepts · Rating: 2300 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

1490.
1342E
Placing Rooks · Tutorial
Quality: 3,559 global accepts · Rating: 2300 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
Gheal's solution

1491.
1451E2
Bitwise Queries (Hard Version) · Tutorial
Quality: 3,379 global accepts · Rating: 2300 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Gheal's solution

1492.
1536E
Omkar and Forest · Tutorial
Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths
Gheal's solution

1493.
1553F
Pairwise Modulo · Tutorial
Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
Gheal's solution

1494.
1601C
Optimal Insertion · Tutorial

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
Gheal's solution

1495.
1658D2
388535 (Hard Version) · Tutorial
Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math
Gheal's solution

1496.
1621E
New School · Tutorial
Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
Gheal's solution

1497.
1654E
Arithmetic Operations · Tutorial
Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math
Gheal's solution

1498.
1628C
Grid Xor · Tutorial
Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
Gheal's solution

1499.
1614D2
Divan and Kostomuksha (hard version) · Tutorial
Quality: 2,743 global accepts · Rating: 2300 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
Gheal's solution

1500.
1594E2
Rubik's Cube Coloring (hard version) · Tutorial
Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees
Gheal's solution

1501.
1540B
Tree Array · Tutorial
Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
Gheal's solution

1502.
1494D
Dogeforces · Tutorial
Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
Gheal's solution

1503.
1425D
Danger of Mad Snakes · Tutorial
Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Gheal's solution

1504.
2211F
Learning Binary Search · Tutorial
Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math
Gheal's solution

1505.
2205F
Simons and Reconstructing His Roads · Tutorial
Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs
Gheal's solution

1506.
1114F
Please, another Queries on Array? · Tutorial
Quality: 2,438 global accepts · Rating: 2400 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
Gheal's solution

1507.
2157F
Git Gud · Tutorial
Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
Gheal's solution

1508.
2161E
Left is Always Right · Tutorial
Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
Gheal's solution

1509.
1132G
Greedy Subsequences · Tutorial
Quality: 1,230 global accepts · Rating: 2400 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
Gheal's solution

1510.
912E
Prime Gift · Tutorial
Quality: 2,045 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
Gheal's solution

1511.
2111F
Puzzle · Tutorial
Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Gheal's solution

1512.
2097C
Bermuda Triangle · Tutorial
Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
Gheal's solution

1513.
2096E
Wonderful Teddy Bears · Tutorial
Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

sortings
Gheal's solution

1514.
2052B
BitBitJump · Tutorial
Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1515.
1089K
King Kog's Reception · Tutorial
Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures
Gheal's solution

1516.
1267A
Apprentice Learning Trajectory · Tutorial
Quality: 1,061 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1517.
733E
Sleep in Class · Tutorial
Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers
Gheal's solution

1518.
1469E
A Bit Similar · Tutorial
Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
Gheal's solution

1519.
1943D1
Counting Is Fun (Easy Version) · Tutorial
Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
Gheal's solution

1520.
990G
GCD Counting · Tutorial
Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
Gheal's solution

1521.
1061F
Lost Root · Tutorial
Quality: 905 global accepts · Rating: 2400 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities
Gheal's solution

1522.
446C
DZY Loves Fibonacci Numbers · Tutorial
Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
Gheal's solution

1523.
1244G
Running in Pairs · Tutorial
Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Gheal's solution

1524.
375D
Tree and Queries · Tutorial
Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
Gheal's solution

1525.
1000F
One Occurrence · Tutorial
Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
Gheal's solution

1526.
1909E
Multiple Lamps · Tutorial
Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
Gheal's solution

1527.
1830C
Hyperregular Bracket Strings · Tutorial
Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
Gheal's solution

1528.
1902F
Trees and XOR Queries Again · Tutorial
Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
Gheal's solution

1529.
952F
2 + 2 != 4 · Tutorial
Quality: 424 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: *special
Gheal's solution

1530.
293C
Cube Problem · Tutorial
Quality: 635 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
Gheal's solution

1531.
1237E
Balanced Binary Search Trees · Tutorial
Quality: 1,520 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
Gheal's solution

1532.
51E
Pentagon · Tutorial
Quality: 455 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, matrices
Gheal's solution

1533.
1423J
Bubble Cup hypothesis · Tutorial
Quality: 888 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
Gheal's solution

1534.
1792E
Divisors and Table · Tutorial
Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory
Gheal's solution

1535.
1598F
RBS · Tutorial
Quality: 1,633 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
Gheal's solution

1536.
1443E
Long Permutation · Tutorial
Quality: 1,546 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, two pointers
Gheal's solution

1537.
1582F2
Korney Korneevich and XOR (hard version) · Tutorial
Quality: 2,099 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
Gheal's solution

1538.
1227F2
Wrong Answer on test 233 (Hard Version) · Tutorial
Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Gheal's solution

1539.
1333E
Road to 1600 · Tutorial
Quality: 1,818 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
Gheal's solution

1540.
449D
Jzzhu and Numbers · Tutorial
Quality: 6,141 global accepts · Rating: 2400 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
Gheal's solution

1541.
145E
Lucky Queries · Tutorial
Quality: 3,962 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures
Gheal's solution

1542.
1743E
FTL · Tutorial
Quality: 1,866 global accepts · Rating: 2400 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
Gheal's solution

1543.
342E
Xenia and Tree · Tutorial
Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees
Gheal's solution

1544.
808F
Card Game · Tutorial
Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs
Gheal's solution

1545.
1082G
Petya and Graph · Tutorial
Quality: 2,702 global accepts · Rating: 2400 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
Gheal's solution

1546.
1774F1
Magician and Pigs (Easy Version) · Tutorial
Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
Gheal's solution

1547.
1667C
Half Queen Cover · Tutorial
Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Gheal's solution

1548.
744C
Hongcow Buys a Deck of Cards · Tutorial
Quality: 1,304 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
Gheal's solution

1549.
1605E
Array Equalizer · Tutorial
Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers
Gheal's solution

1550.
1606D
Red-Blue Matrix · Tutorial
Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
Gheal's solution

1551.
1578L
Labyrinth · Tutorial
Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy
Gheal's solution

1552.
409I
Feed the Golorp · Tutorial
Quality: 155 global accepts · Rating: 2400 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
Gheal's solution

1553.
2172H
Shuffling Cards with Problem Solver 68! · Tutorial
Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings
Gheal's solution

1554.
2159D1
Inverse Minimum Partition (Easy Version) · Tutorial
Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
Gheal's solution

1555.
2152F
Triple Attack · Tutorial
Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
Gheal's solution

1556.
1186E
Vus the Cossack and a Field · Tutorial
Quality: 681 global accepts · Rating: 2500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, implementation, math
Gheal's solution

1557.
2144E2
Looking at Towers (difficult version) · Tutorial
Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
Gheal's solution

1558.
2135D2
From the Unknown (Hard Version) · Tutorial
Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math
Gheal's solution

1559.
2048F
Kevin and Math Class · Tutorial
Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
Gheal's solution

1560.
2034F1
Khayyam's Royal Decree (Easy Version) · Tutorial
Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
Gheal's solution

1561.
911G
Mass Change Queries · Tutorial
Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures
Gheal's solution

1562.
1089C
Cactus Search · Tutorial
Quality: 458 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: interactive
Gheal's solution

1563.
2035F
Tree Operations · Tutorial
Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
Gheal's solution

1564.
1990E1
Catch the Mole(Easy Version) · Tutorial
Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees
Gheal's solution

1565.
1948F
Rare Coins · Tutorial
Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
Gheal's solution

1566.
263E
Rhombus · Tutorial
Quality: 444 global accepts · Rating: 2500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
Gheal's solution

1567.
1847F
The Boss's Identity · Tutorial
Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
Gheal's solution

1568.
1823E
Removing Graph · Tutorial
Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math
Gheal's solution

1569.
1731F
Function Sum · Tutorial
Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math
Gheal's solution

1570.
1771E
Hossam and a Letter · Tutorial
Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers
Gheal's solution

1571.
1673E
Power or XOR? · Tutorial
Quality: 804 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory
Gheal's solution

1572.
1661E
Narrow Components · Tutorial
Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
Gheal's solution

1573.
1548C
The Three Little Pigs · Tutorial
Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
Gheal's solution

1574.
1394C
Boboniu and String · Tutorial
Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search
Gheal's solution

1575.
1510B
Button Lock · Tutorial
Quality: 975 global accepts · Rating: 2600 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs
Gheal's solution

1576.
1223F
Stack Exterminable Arrays · Tutorial
Quality: 2,268 global accepts · Rating: 2600 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, hashing
Gheal's solution

1577.
142D
Help Shrek and Donkey 2 · Tutorial
Quality: 403 global accepts · Rating: 2600 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
Gheal's solution

1578.
2053F
Earnest Matrix Complement · Tutorial
Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
Gheal's solution

1579.
2045J
Xorderable Array · Tutorial
Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
Gheal's solution

1580.
1267I
Intriguing Selection · Tutorial
Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings
Gheal's solution

1581.
1990E2
Catch the Mole(Hard Version) · Tutorial
Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees
Gheal's solution

1582.
955D
Scissors · Tutorial
Quality: 578 global accepts · Rating: 2600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
Gheal's solution

1583.
1844F1
Min Cost Permutation (Easy Version) · Tutorial
Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Gheal's solution

1584.
321E
Ciel and Gondolas · Tutorial
Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
Gheal's solution

1585.
1661F
Teleporters · Tutorial
Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
Gheal's solution

1586.
1423L
Light switches · Tutorial
Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle
Gheal's solution

1587.
13E
Holes · Tutorial
Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-11-22 · last AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
Gheal's solution

1588.
2045E
Narrower Passageway · Tutorial
Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
Gheal's solution

1589.
1578M
The Mind · Tutorial
Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
Gheal's solution

1590.
2172N
New Kingdom · Tutorial
Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation
Gheal's solution

1591.
2157G
Isaac's Queries · Tutorial
Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro…
Gheal's solution

1592.
2113E
From Kazan with Love · Tutorial
Quality: 406 global accepts · Rating: 2800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees
Gheal's solution

1593.
2053I1
Affectionate Arrays (Easy Version) · Tutorial
Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
Gheal's solution

1594.
2052G
Geometric Balance · Tutorial
Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation
Gheal's solution

1595.
1142D
Foreigner · Tutorial
Quality: 618 global accepts · Rating: 2800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dp
Gheal's solution

1596.
1874D
Jellyfish and Miku · Tutorial
Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities
Gheal's solution

1597.
1672F2
Checker for Array Shuffling · Tutorial
Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Gheal's solution

1598.
1654F
Minimal String Xoration · Tutorial
Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
Gheal's solution

1599.
1423M
Milutin's Plums · Tutorial
Quality: 324 global accepts · Rating: 2800 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: interactive
Gheal's solution

1600.
2152G
Query Jungle · Tutorial
Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees
Gheal's solution

1601.
718D
Andrew and Chemistry · Tutorial
Quality: 494 global accepts · Rating: 2900 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, trees
Gheal's solution

1602.
364D
Ghd · Tutorial
Quality: 2,509 global accepts · Rating: 2900 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, probabilities
Gheal's solution

1603.
1847E
Triangle Platinum? · Tutorial
Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities
Gheal's solution

1604.
1748F
Circular Xor Reversal · Tutorial
Quality: 396 global accepts · Rating: 3000 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
Gheal's solution

1605.
2138E1
Determinant Construction (Easy Version) · Tutorial
Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory
Gheal's solution

1606.
1924E
Paper Cutting Again · Tutorial
Quality: 535 global accepts · Rating: 3100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities
Gheal's solution

1607.
1859F
Teleportation in Byteland · Tutorial
Quality: 524 global accepts · Rating: 3200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees
Gheal's solution

1608.
2219C
Coloring a Red Black Tree · Tutorial
Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
Gheal's solution

1609.
2219B2
Unique Values (Hard version) · Tutorial
Quality: 3,214 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
Gheal's solution

1610.
2219B1
Unique Values (Easy version) · Tutorial
Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
Gheal's solution

1611.
2219A
Grid L · Tutorial
Quality: 9,008 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
Gheal's solution

1612.
2214F
Numbers · Tutorial
Quality: 936 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
Gheal's solution

1613.
2214H
Double Vision · Tutorial
Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
Gheal's solution

1614.
2214G
Anomaly · Tutorial
Quality: 731 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication
Gheal's solution

1615.
2214I
You Are a Robot · Tutorial
Quality: 298 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
Gheal's solution

1616.
2214C
And? · Tutorial
Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks
Gheal's solution

1617.
2214E
Shortest Paths · Tutorial
Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths
Gheal's solution

1618.
2214J
Special Problem · Tutorial
Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive
Gheal's solution

1619.
2214D
Neural Feud · Tutorial
Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
Gheal's solution

1620.
2214B
Are You Smiling? · Tutorial
Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
Gheal's solution

1621.
2214A
Odd One Out · Tutorial
Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation
Gheal's solution

1622.
106268J
ICPC Board · Tutorial
Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1623.
106268E
Cutting Tofu · Tutorial
Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1624.
106268H
U-Shaped Panels · Tutorial
Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1625.
`106268D`
Decompose and Concatenate · Tutorial
Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1626.
`104813C`
Karshilov's Matching Problem II · Tutorial
Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1627.
`104813D`
A Simple MST Problem · Tutorial
Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1628.
`104813J`
Game on a Forest · Tutorial
Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1629.
`104813G`
The Only Way to the Destination · Tutorial
Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1630.
`104813L`
Palm Island · Tutorial
Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1631.
`104813B`
Memory · Tutorial
Rating: — · first AC: 2025-12-09 · Python 3 (first AC) · Tags: —
Gheal's solution

1632.
`104813M`
Painter · Tutorial
Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1633.
`104017H`
Pandemic Restrictions · Tutorial
Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1634.
`104017I`
Antennas · Tutorial
Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1635.
`104017K`
Gastronomic Event · Tutorial
Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1636.
`104017B`
Drone Photo · Tutorial
Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1637.
`104017C`
Il Derby della Madonnina · Tutorial
Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1638.
`104017E`
Evolution of Weasels · Tutorial
Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1639.
`104017D`
Ice Cream Shop · Tutorial
Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1640.
`104017J`
Boundary · Tutorial
Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1641.
`104017L`
Circular Maze · Tutorial
Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1642.
`104017F`
Bottle Arrangements · Tutorial
Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1643.
`104017A`
Organizing SWERC · Tutorial
Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1644.
`106178L`
Lonely Creatures · Tutorial
Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1645.
`106178C`
Clean Streets · Tutorial
Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1646.
`106178I`
Infiltration Route · Tutorial
Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1647.
106178D
Displaying Decimals · Tutorial
Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1648.
106178A
Apple Pie · Tutorial
Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1649.
106178K
Kings Conquest · Tutorial
Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1650.
106178B
Balanced Balloons · Tutorial
Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1651.
106178E
Emergency Rations · Tutorial
Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1652.
106178H
Harder Horizons · Tutorial
Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1653.
106178F
Fuzzy Factorization · Tutorial
Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1654.
106178J
Judgmental Crowd · Tutorial
Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1655.
101164G
Pokemons · Tutorial
Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1656.
101164H
Pub crawl · Tutorial
Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1657.
101164K
Cutting · Tutorial
Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1658.
`101164I`
Cubes · Tutorial
Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1659.
`101164D`
Reading Digits · Tutorial
Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1660.
`101164C`
Castle · Tutorial
Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1661.
`101164F`
Letters · Tutorial
Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1662.
`106161M`
Meeting for Meals · Tutorial
Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1663.
`106161C`
Crossing River · Tutorial
Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1664.
`106161D`
Deductive Snooker Scoring · Tutorial
Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1665.
`106161K`
K-Coverage · Tutorial
Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1666.
`106161A`
A Lot of Paintings · Tutorial
Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1667.
`106161B`
Blood Memories · Tutorial
Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1668.
`106161L`
Label Matching · Tutorial
Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1669.
`106161G`
GCD of Subsets · Tutorial
Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1670.
`106161J`
Judging Papers · Tutorial
Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1671.
`106193I`
Infection Investigation · Tutorial
Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1672.
`106193K`
Keys and Grates · Tutorial
Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1673.
`106193L`
Lucky Number Theory · Tutorial
Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1674.
`106193E`
Eight-Connected Figures · Tutorial
Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1675.
`106193A`
Asynchronous Processor · Tutorial
Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1676.
`106193H`
High Score · Tutorial
Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1677.
`106193D`
Defense Distance · Tutorial
Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1678.
`106193F`
Faulty Fraction · Tutorial
Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1679.
`106193J`
Judging Problem · Tutorial
Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1680.
106193C
Compact Encoding · Tutorial
Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1681.
106193B
Bounding Boxes · Tutorial
Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1682.
106144I
Remove Colors · Tutorial
Rating: — · first AC: 2025-11-17 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1683.
106144D
Gooseberry · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1684.
106144K
Strange Array · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1685.
106144C
Monocarp, Polycarp and Brackets · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1686.
106144H
Rigged Matchmaking · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1687.
106144L
Red and Blue Edges · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1688.
106144B
Convex Interval · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1689.
106144E
Limousine Rally · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1690.
106144F
Jenga · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1691.
`106144G`
String Transformation · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1692.
`106144A`
Delete the Array · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1693.
`106144M`
Tactical Game · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1694.
`106144J`
Shift the Number · Tutorial
Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1695.
`106124J`
Jump · Tutorial
Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1696.
`106124H`
Hidden Permutation · Tutorial
Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1697.
`106124B`
Bohemian Bookshelf · Tutorial
Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1698.
`106124E`
Egyptian Equality · Tutorial
Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1699.
`106124D`
Dune Dash · Tutorial
Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1700.
`106124I`
Instagraph · Tutorial
Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1701.
`106124G`
Gotta Trade Some of 'Em · Tutorial
Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1702.
106124K
km/h · Tutorial
Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1703.
106124C
Crochet Competition · Tutorial
Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1704.
106124A
Arithmetic Adaptation · Tutorial
Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1705.
106129B
Bustling Busride · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1706.
106129C
Congklak · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1707.
106129I
Island Urbanism · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1708.
106129E
Engineering Excellence · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1709.
106129M
Mex Hex · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1710.
106129J
Jumbled Packets · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1711.
106129F
Fair and Square · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1712.
106129D
Demand for Cycling · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1713.
106129G
Generating Cool Passwords Company · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1714.
106129L
Labour Laws · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1715.
106129A
Around the Table · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1716.
106129H
Happy Hookup · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1717.
106129K
Karlsruhe Skyline · Tutorial
Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1718.
101630F
The Final Level · Tutorial
Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1719.
101630I
Interactive Sort · Tutorial
Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1720.
101630G
The Great Wall · Tutorial
Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1721.
101630L
Laminar Family · Tutorial
Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1722.
101630A
Archery Tournament · Tutorial
Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1723.
101630D
Designing the Toy · Tutorial
Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1724.
101630C
Connections · Tutorial
Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1725.
101630B
Box · Tutorial
Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1726.
101630E
Easy Quest · Tutorial
Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1727.
102896G
Geometrical Combinatorics · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1728.
102896D
Down We Dig · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1729.
102896L
Lookup Performance · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1730.
102896A
Almost Balanced Tree · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1731.
102896C
Color the Tree · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1732.
102896M
Miser · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1733.
102896E
Easy Measurements · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1734.
102896K
Kate's 2021 Celebration · Tutorial
Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1735.
104013K
Keys and Locks Boolean Logic · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1736.
104013H
Heroes of Coin Flipping · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1737.
104013L
Lost Permutation · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1738.
104013C
Corrupted Sort · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1739.
104013E
Easy Compare-and-Set · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1740.
104013M
Mind the Gap · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1741.
104013N
Nunchucks Shop · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1742.
104013D
Display · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1743.
104013F
Futures Market Trends · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1744.
104013B
Bicycle · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1745.
104013I
Integer Square · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1746.
104013A
Archivist · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1747.
104011E
Extreme Problem · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1748.
104011K
Kaleidoscopic Route · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1749.
104011D
Day Streak · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1750.
104011C
Clean Up! · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1751.
104011M
Multithreaded Program · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1752.
104011F
First to Solve · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1753.
104011H
Halfway There · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1754.
104011L
Letters Q and F · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1755.
104011A
Anno Domini 2022 · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1756.
104011B
Boris and Berta · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1757.
104772H
H-Shaped Figures · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1758.
104772L
Loops · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1759.
104772B
Based Zeros · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1760.
104772C
Colorful Village · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1761.
104772I
Intersegment Activation · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1762.
104772F
First Solved, Last Coded · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1763.
104772E
Every Queen · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1764.
104772J
Jumping Frogs · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1765.
104772G
Game of Nim · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1766.
104772K
Kitchen Timer · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1767.
104772M
Missing Vowels · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1768.
104772A
Axis-Aligned Area · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1769.
104772D
Divisibility Trick · Tutorial
Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1770.
104874C
Cross-Stitch · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1771.
104874K
King's Children · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1772.
104874D
Double Palindrome · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1773.
104874L
Lengths and Periods · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1774.
104874B
Bad Treap · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1775.
104874J
Just the Last Digit · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1776.
104874H
High Load Database · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1777.
104874E
Equidistant · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1778.
104874M
Managing Difficulties · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1779.
104874I
Ideal Pyramid · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1780.
104874A
Accurate Movement · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1781.
104012K
K-Shaped Figures · Tutorial
Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1782.
104012J
Joking? · Tutorial
Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1783.
104012D
Dice Grid · Tutorial
Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1784.
104012B
Bricks in the Wall · Tutorial
Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1785.
104012M
Mex and Cards · Tutorial
Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1786.
104012F
Focusing on Costs · Tutorial
Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1787.
104012I
IQ Game · Tutorial
Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1788.
104012E
Easily Distinguishable Triangles · Tutorial
Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1789.
104012C
Computer Network · Tutorial
Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1790.
104012L
Limited Swaps · Tutorial
Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1791.
104012N
New Time · Tutorial
Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1792.
104012A
Absolutely Flat · Tutorial
Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1793.
101620D
Donut Drone · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1794.
101620A
Assignment Algorithm · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1795.
101620L
Lunar Landscape · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1796.
101620G
Gambling Guide · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1797.
101620J
Justified Jungle · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1798.
101620H
Hidden Hierarchy · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1799.
101620F
Faulty Factorial · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1800.
104713I
Storage Problems · Tutorial
Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1801.
104713J
Roof Escape · Tutorial
Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1802.
104713C
Pizzo Collectors · Tutorial
Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1803.
104713E
Tobacco Growing · Tutorial
Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1804.
104713D
Excavation · Tutorial
Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1805.
104713H
Pickpockets · Tutorial
Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1806.
104713F
Rescue Mission · Tutorial
Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1807.
104871J
Jumbled Stacks · Tutorial
Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1808.
104871A
Attendance · Tutorial
Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1809.
104871C
Cakes · Tutorial
Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1810.
104871D
Drying Laundry · Tutorial
Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1811.
104871G
Going to the Moon · Tutorial
Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1812.
104871I
Interactive Reconstruction · Tutorial
Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1813.
104871H
Human Resources · Tutorial
Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1814.
104871B
Ball Passing · Tutorial
Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1815.
104871E
Equal Schedules · Tutorial
Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1816.
101174E
Passwords · Tutorial
Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1817.
101174B
Bribing Eve · Tutorial
Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1818.
101174I
The White Rabbit Pocket Watch · Tutorial
Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1819.
101174A
Within Arm's Reach · Tutorial
Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1820.
101174D
Dinner Bet · Tutorial
Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1821.
101174K
Balls and Needles · Tutorial
Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1822.
101174H
Pascal's Hyper-Pyramids · Tutorial
Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1823.
`101174C`
Candle Box · Tutorial
Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1824.
`101174F`
Performance Review · Tutorial
Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1825.
`102501D`
Gnalcats · Tutorial
Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1826.
`102501H`
Pseudo-Random Number Generator · Tutorial
Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1827.
`102501E`
Pixels · Tutorial
Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1828.
`102501L`
River Game · Tutorial
Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1829.
`102501J`
Counting Trees · Tutorial
Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1830.
`102501K`
Birdwatching · Tutorial
Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1831.
`102501G`
Swapping Places · Tutorial
Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1832.
`102501A`
Environment-Friendly Travel · Tutorial
Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1833.
`102501C`
Ants · Tutorial
Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1834.
`102501F`
Icebergs · Tutorial
Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1835.
`102501B`
Biodiversity · Tutorial
Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1836.
`102501I`
Rats · Tutorial
Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1837.
`103081J`
Daisy's Mazes · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1838.
`103081H`
Figurines · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1839.
`103081F`
Mentors · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1840.
`103081C`
Safe Distance · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1841.
`103081D`
Jogging · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1842.
`103081G`
Decoration · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1843.
`103081I`
Emails · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1844.
`103081K`
Unique Activities · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1845.
`103081A`
Gratitude · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1846.
`103081E`
Cakes · Tutorial
Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1847.
`101170G`
Gotta Nudge 'Em All · Tutorial
Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1848.
`101170K`
Kiwi Trees · Tutorial
Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1849.
`101170B`
British Menu · Tutorial
Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1850.
`101170J`
Jupiter Orbiter · Tutorial
Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1851.
`101170A`
Arranging Hat · Tutorial
Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1852.
`101170F`
Free Weights · Tutorial
Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1853.
`101170C`
Careful Ascent · Tutorial
Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1854.
`101170I`
Iron and Coal · Tutorial
Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1855.
`101170E`
Exam Redistribution · Tutorial
Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1856.
101170H
Hamiltonian Hypercube · Tutorial
Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1857.
101485F
Flight Plan Evaluation · Tutorial
Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1858.
101485H
Hole in One · Tutorial
Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1859.
101485B
Better Productivity · Tutorial
Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1860.
101485C
Cleaning Pipes · Tutorial
Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1861.
101485G
Guessing Camels · Tutorial
Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1862.
101485D
Debugging · Tutorial
Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1863.
101485K
Kitchen Combinatorics · Tutorial
Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1864.
101485E
Elementary Math · Tutorial
Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1865.
101485A
Assigning Workstations · Tutorial
Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1866.
101485J
Jumbled Communication · Tutorial
Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1867.
`101485I`
Identifying Map Tiles · Tutorial
Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1868.
`102483E`
Equality Control · Tutorial
Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1869.
`102483G`
Game Design · Tutorial
Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1870.
`102483J`
Jinxed Betting · Tutorial
Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1871.
`102483C`
Circuit Board Design · Tutorial
Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1872.
`102483H`
Hard Drive · Tutorial
Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1873.
`102483K`
Kleptography · Tutorial
Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1874.
`102483B`
Brexit Negotiations · Tutorial
Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1875.
`102483I`
Inflation · Tutorial
Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1876.
`102500H`
Height Profile · Tutorial
Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1877.
`102500K`
Kitesurfing · Tutorial
Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1878.
`102500D`
Disposable Switches · Tutorial
Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1879.
`102500A`
Average Rank · Tutorial
Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1880.
`102500J`
Jackdaws And Crows · Tutorial
Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1881.
`102500G`
Gnoll Hypothesis · Tutorial
Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1882.
`102500C`
Canvas Line · Tutorial
Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1883.
`102500I`
Inverted Deck · Tutorial
Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1884.
`102500F`
Firetrucks Are Red · Tutorial
Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1885.
`102500E`
Expeditious Cubing · Tutorial
Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1886.
`103049J`
Joint Excavation · Tutorial
Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1887.
`103049G`
Great Expectations · Tutorial
Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1888.
`103049F`
Flight Collision · Tutorial
Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1889.
`103049D`
Dragon Balls · Tutorial
Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1890.
`103049I`
Island Tour · Tutorial
Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1891.
`103049E`
Endgame · Tutorial
Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1892.
`103049A`
Atomic Energy · Tutorial
Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1893.
`103049C`
Contest Struggles · Tutorial
Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1894.
`103049K`
Keyboardd · Tutorial
Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1895.
`103049H`
Hot Springs · Tutorial
Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1896.
`105627C`
Moderation in All Things · Tutorial
Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1897.
`105627E`
Largest Triangle · Tutorial
Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1898.
`105627J`
Cafebazaar's Applications · Tutorial
Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1899.
`105627L`
Rolling-Dice Game · Tutorial
Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1900.
105627M
Colorful Intervals · Tutorial
Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1901.
105627F
Micromaster's Certificates · Tutorial
Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1902.
105627I
Pistons · Tutorial
Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1903.
105627H
Star Wars · Tutorial
Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1904.
105627B
Hezardastan's Annual Report · Tutorial
Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1905.
105627A
Micromasters · Tutorial
Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1906.
104797I
Regional development · Tutorial
Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1907.
104797E
Fishing · Tutorial
Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1908.
104797A
Airline · Tutorial
Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1909.
104797K
Single-track railway · Tutorial
Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1910.
104797F
Letters · Tutorial
Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1911.
`105444F`
Film Critics · Tutorial
Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1912.
`105444B`
Big Brother · Tutorial
Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1913.
`105444K`
Keep Calm And Carry Off · Tutorial
Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1914.
`105444J`
Joining Flows · Tutorial
Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1915.
`105444D`
Dams in Distress · Tutorial
Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1916.
`105444G`
Gig Combinatorics · Tutorial
Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1917.
`105444M`
Methodic Multiplication · Tutorial
Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1918.
`105444C`
Coin Stacks · Tutorial
Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1919.
`105444A`
Array of Discord · Tutorial
Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1920.
`105789E`
Exciting Business Opportunities · Tutorial
Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1921.
`105789I`
Infinite Arrays · Tutorial
Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1922.
105789K
Keep Fighting · Tutorial
Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1923.
105789B
Brazilian FootXOR · Tutorial
Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1924.
105789D
Dangerous City · Tutorial
Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1925.
105789A
Ananna · Tutorial
Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1926.
105789C
Coatless in Yakutsk · Tutorial
Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1927.
105789G
Game of Pieces · Tutorial
Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1928.
105789L
LED Counter · Tutorial
Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1929.
105535C
Confusion · Tutorial
Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1930.
105535B
Byte Pair Encoding · Tutorial
Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1931.
105535J
Jolly Polygon · Tutorial
Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1932.
105535I
Imperial Decree · Tutorial
Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1933.
105535G
Gorgeous Summation · Tutorial
Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1934.
105535E
Enter the Museum · Tutorial
Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1935.
105535A
Arithmetics and That's It · Tutorial
Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1936.
105535K
Know Your Duration of Stay · Tutorial
Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1937.
105535L
Late Autumn Set of Cards · Tutorial
Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1938.
105535H
Huh? Oh, Yes, Welcome to the Contest! · Tutorial
Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1939.
2095I
Mysterious Script · Tutorial
Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, expression parsing, number theory
Gheal's solution

1940.
2095G
Definitely a Geometry Problem · Tutorial
Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry
Gheal's solution

1941.
2095B
Plinko · Tutorial
Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive
Gheal's solution

1942.
2095D
Where Am I? · Tutorial
Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry
Gheal's solution

1943.
2095A
Piecing It Together · Tutorial
Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

Gheal's solution

1944.
105492C
Concurrent Contests · Tutorial
Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1945.
105492B
Buggy Blinkers · Tutorial
Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1946.
105492H
Horse Habitat · Tutorial
Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1947.
105492K
Karaoke Compression · Tutorial
Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1948.
105492M
Museum Visit · Tutorial
Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1949.
105492F
Failing Factory · Tutorial
Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1950.
105492I
Interrail Pass · Tutorial
Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1951.
105492E
Extraterrestrial Exploration · Tutorial
Rating: — · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1952.
105492A
``Aaawww..." or ``Aaayyy!!!" · Tutorial
Rating: — · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1953.
105492G
Grocery Greed · Tutorial
Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1954.
105492J
Jumbled Scoreboards · Tutorial
Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1955.
105112G
Galaxy Quest · Tutorial
Rating: — · first AC: 2025-02-11 · last AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1956.
105112C
Chair Dance · Tutorial
Rating: — · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1957.
105112J
Jogging Tour · Tutorial
Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1958.
105112A
Arranging Adapters · Tutorial
Rating: — · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1959.
105112F
Fixing Fractions · Tutorial
Rating: — · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1960.
105112L
Lateral Damage · Tutorial
Rating: — · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1961.
105112H
Higher Arithmetic · Tutorial
Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Gheal's solution

1962.
105112K
Klompendans · Tutorial
Rating: — · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1963.
105112D
Date Picker · Tutorial
Rating: — · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1964.
105446J
Jabber Network · Tutorial
Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1965.
105446B
Budget Analysis · Tutorial
Rating: — · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Gheal's solution

1966.
105446E
Eradication Sort · Tutorial
Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1967.
105446F
Finding Suspicious Proteins · Tutorial
Rating: — · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1968.
105446I
Inconsistent Patterns · Tutorial
Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1969.
105446L
Leg Day · Tutorial
Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1970.
105446D
Drone Control · Tutorial
Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1971.
105446G
Word Search · Tutorial
Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1972.
105446K
Knitting · Tutorial
Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1973.
105446A
Amalgram · Tutorial
Rating: — · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1974.
105537M
Misère · Tutorial
Rating: — · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1975.
105537C
Capybara Cozy Carnival · Tutorial
Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1976.
105537H
Hanoi Towers Reloaded · Tutorial
Rating: — · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

Gheal's solution

1977.
105537D
Defective Script · Tutorial
Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1978.
105537L
Longest Common Substring · Tutorial
Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1979.
105537I
If I Could Turn Back Time · Tutorial
Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1980.
105537K
Keyboard Chaos · Tutorial
Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1981.
105537J
Just Half is Enough · Tutorial
Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1982.
105537F
False Alarm · Tutorial
Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1983.
105537A
Another Brick in the Wall · Tutorial
Rating: — · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1984.
105677E
Building the Fort · Tutorial
Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1985.
105677J
Recovering the Tablet · Tutorial
Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1986.
105677L
The Charioteer · Tutorial
Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1987.
105677F
Yaxchilán Maze · Tutorial
Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1988.
105677B
Divine Gifting · Tutorial
Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1989.
105677G
Guess How the Ballet Will End · Tutorial
Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1990.
105677M
Ook? Ook! · Tutorial
Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1991.
105677D
Temple Architecture · Tutorial
Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

1992.
105677I
Divination · Tutorial
Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1993.
105677H
The king of SWERC · Tutorial
Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1994.
105633L
Peculiar Protocol · Tutorial
Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1995.
105633G
Beyond the Former Explorer · Tutorial
Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1996.
105633D
Tree Generators · Tutorial
Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1997.
105633I
Greatest of the Greatest Common Divisors · Tutorial
Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

1998.
105633K
Scheduling Two Meetings · Tutorial
Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

1999.
105633C
Omnes Viae Yokohamam Ducunt? · Tutorial
Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2000.
105633E
E-Circuit Is Now on Sale! · Tutorial
Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2001.
105633B
The Sparsest Number in Between · Tutorial
Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2002.
105633A
Ribbon on the Christmas Present · Tutorial
Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2003.
105562C
Connect Five · Tutorial
Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2004.
105562M
Mouse Trap · Tutorial
Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2005.
105562K
Kruidnoten · Tutorial
Rating: — · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2006.
105562H
Hash Collision · Tutorial
Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2007.
105562F
Flowing Fountain · Tutorial
Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2008.
105562D
Dutch Democracy · Tutorial
Rating: — · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2009.
105562J
Jib Job · Tutorial
Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

2010.
105562E
Evolving Etymology · Tutorial
Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2011.
105562L
Limited Library · Tutorial
Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2012.
105562A
Alphabetical Aristocrats · Tutorial
Rating: — · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2013.
102470I
Happy Telephones · Tutorial
Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2014.
101597H
Compass · Tutorial
Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2015.
101597G
Affine · Tutorial
Rating: — · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2016.
101597F
Mattress Run · Tutorial
Rating: — · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2017.
101597J
Box Hedge · Tutorial
Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2018.
101597B
Triangle in a Triangle · Tutorial
Rating: — · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2019.
101597D
Effective network · Tutorial
Rating: — · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2020.
101597A
Chess · Tutorial
Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

2021.
101597C
Candy division · Tutorial
Rating: — · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2022.
101597E
Collection · Tutorial
Rating: — · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2023.
101597K
ACM · Tutorial
Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2024.
101669J
Cunning Friends · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2025.
101669F
Binary Transformations · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2026.
101669A
Concerts · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2027.
101669D
Harry Potter and The Vector Spell · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2028.
101669B
Bricks · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2029.
101669K
Escape Room · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2030.
101669G
Robots · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2031.
101128I
Text Processor · Tutorial
Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

Gheal's solution

2032.
101128J
Saint John Festival · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2033.
101128F
Landscaping · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2034.
101128A
Promotions · Tutorial
Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2035.
101128B
Black Vienna · Tutorial
Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2036.
101128E
Wooden Signs · Tutorial
Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2037.
101128G
Game of Cards · Tutorial
Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2038.
101128C
Canvas Painting · Tutorial
Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2039.
101128H
Sheldon Numbers · Tutorial
Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2040.
101128D
Dice Cup · Tutorial
Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2041.
103438E
Replace Sort · Tutorial
Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2042.
103438K
Amazing Tree · Tutorial
Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

Gheal's solution

2043.
`103438C`
Werewolves · Tutorial
Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2044.
`103438I`
Flood Fill · Tutorial
Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2045.
`103438L`
Jason ABC · Tutorial
Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2046.
`103438F`
to Pay Respects · Tutorial
Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2047.
`103438J`
ABC Legacy · Tutorial
Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2048.
`103438G`
Max Pair Matching · Tutorial
Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2049.
`103438N`
A-series · Tutorial
Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2050.
`103438M`
Counting Phenomenal Arrays · Tutorial
Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2051.
`103438A`
King of String Comparison · Tutorial
Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
Gheal's solution

2052.
`1952D`
Are You a Procrastinator? · Tutorial
Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
Gheal's solution

2053.
`1952J`
Help, what does it mean to be "Based" · Tutorial
Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

Gheal's solution

2054.
1952F
Grid · Tutorial
Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force
Gheal's solution

2055.
1952B
Is it stated? · Tutorial
Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
Gheal's solution

2056.
1952A
Are You a Robot, Again? · Tutorial
Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
Gheal's solution

2057.
105062F
Apple · Tutorial
Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2058.
105062E
Fixing Chaos · Tutorial
Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2059.
105062D
Important Memories · Tutorial
Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2060.
105062C
The Other Half · Tutorial
Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2061.
105062B
TheForces ORZ · Tutorial
Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2062.
105062A
Is It Rated?? · Tutorial
Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2063.
1812A
Are You a Robot? · Tutorial
Quality: 14,337 global accepts · Rating: — · first AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings
Gheal's solution

2064.
101404G
Selling Land · Tutorial
Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

Gheal's solution

2065.
101404A
Fair Division · Tutorial
Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
Gheal's solution

2066.
101404J
Wormly · Tutorial
Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
Gheal's solution

2067.
101404H
Stock Prices · Tutorial
Rating: — · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2068.
101404E
Rankings · Tutorial
Rating: — · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2069.
101404B
Free Goodies · Tutorial
Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
Gheal's solution

2070.
101404C
High Score · Tutorial
Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
Gheal's solution

2071.
103218C
Organigramas · Tutorial
Rating: — · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2072.
103218E
Rompepuertas · Tutorial
Rating: — · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2073.
102006G
Is Topo Logical? · Tutorial
Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2074.
101102K
Topological Sort · Tutorial
Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2075.
104018A
B ÐÒÄÍC >D BC BC¤>C · Tutorial
Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

Gheal's solution

2076.
`102791J`
Divide The String · Tutorial
Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2077.
`103388N`
No Luck · Tutorial
Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
Gheal's solution

2078.
`103388H`
Handling the Blocks · Tutorial
Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2079.
`103388K`
Kathmandu · Tutorial
Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
Gheal's solution

2080.
`1663G`
Six Characters · Tutorial
Quality: 225 global accepts · Rating: — · first AC: 2022-04-06 · JavaScript (first AC) · Tags: *special, constructive algorithms, strings
Gheal's solution

2081.
`1663F`
In Every Generation... · Tutorial
Quality: 378 global accepts · Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, strings
Gheal's solution

2082.
`1663H`
Cross-Language Program · Tutorial
Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-04 · Text (first AC) · Tags: *special, constructive algorithms
Gheal's solution

2083.
`1663E`
Are You Safe? · Tutorial
Quality: 587 global accepts · Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation
Gheal's solution

2084.
`1663D`
Is it rated - 3 · Tutorial
Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math
Gheal's solution

2085.
`1663C`
P Ö¦ Verdon Tutorial
Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math
Gheal's solution

2086.
`1663B`
Mike's Sequence · Tutorial
Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

Gheal's solution

2087.
1663A
Who Tested? · Tutorial
Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees
Gheal's solution

2088.
103423A
Bordered Subarrays · Tutorial
Rating: — · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
Gheal's solution

2089.
101623I
Installing Apps · Tutorial
Rating: — · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2090.
101623A
Ascending Photo · Tutorial
Rating: — · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2091.
101623G
Glyph Recognition · Tutorial
Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
Gheal's solution

2092.
101623D
Dunglish · Tutorial
Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
Gheal's solution

2093.
101623H
High Score · Tutorial
Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
Gheal's solution

2094.
101623B
Boss Battle · Tutorial
Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
Gheal's solution

2095.
101964E
Fishermen · Tutorial
Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
Gheal's solution

2096.
102942F
Offer · Tutorial
Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2097.
102942E
Password · Tutorial
Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

Gheal's solution

2098.
`102942D`
XOR Game · Tutorial
Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2099.
`102942C`
Team · Tutorial
Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2100.
`102942B`
Make All Odd · Tutorial
Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2101.
`102942A`
Directional Move · Tutorial
Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2102.
`102830H`
Zorro's Revenge · Tutorial
Rating: — · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2103.
`102830C`
Kevin's Meme Reacts · Tutorial
Rating: — · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2104.
`102830B`
Tryouts · Tutorial
Rating: — · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2105.
`102830A`
First Problem · Tutorial
Rating: — · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2106.
`102783G`
Hyper Chocolate Cubes · Tutorial
Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2107.
`102783E`
Spooky Numbers · Tutorial
Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2108.
`102783C`
Optimal Trick or Treating · Tutorial
Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

Gheal's solution

2109.
`102783F`
Xorro the Xorman · Tutorial
Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2110.
`102783B`
Heading Home · Tutorial
Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2111.
`102783A`
Mr. Skeleton · Tutorial
Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2112.
`102783D`
Ghost-or-Treat · Tutorial
Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2113.
`101375G`
MaratonIME does a competition · Tutorial
Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2114.
`101375J`
MaratonIME goes to Mito · Tutorial
Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2115.
`101375E`
MaratonIME does (not do) PAs · Tutorial
Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2116.
`101375K`
MaratonIME bot · Tutorial
Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2117.
`101375H`
MaratonIME gets candies · Tutorial
Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2118.
`101375L`
MaratonIME doesn't like odd numbers · Tutorial
Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2119.
`101375C`
MaratonIME eats japanese food · Tutorial
Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

Gheal's solution

2120.
101375D
MaratonIME in the golden moment · Tutorial
Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2121.
101375B
MaratonIME challenges USPGameDev · Tutorial
Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2122.
101375F
MaratonIME educates · Tutorial
Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2123.
101375A
MaratonIME stacks popcorn buckets · Tutorial
Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2124.
101375I
MaratonIME divides fairly · Tutorial
Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2125.
102569L
The Dragon Land · Tutorial
Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2126.
102569J
The Battle of Mages · Tutorial
Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2127.
102569B
Bonuses on a Line · Tutorial
Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2128.
102569F
Moving Target · Tutorial
Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2129.
102569I
Sorting Colored Array · Tutorial
Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2130.
102569H
Tree Painting · Tutorial
Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

Gheal's solution

2131.
102569M
Notifications · Tutorial
Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2132.
102569A
Array's Hash · Tutorial
Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2133.
102569K
Table · Tutorial
Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2134.
102569E
Fluctuations of Mana · Tutorial
Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2135.
102409I
Thanos's snap · Tutorial
Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2136.
102409G
Ironical Solution 2 · Tutorial
Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2137.
102409E
Googles wants to maximize · Tutorial
Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2138.
102409B
Xor Sums · Tutorial
Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2139.
102409F
Ironical Solution 1 · Tutorial
Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2140.
102802D
Milky Way · Tutorial
Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2141.
102802G
Cupcake Distribution · Tutorial
Rating: — · first AC: 2020-11-03 · last AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

Gheal's solution

2142.
102802I
Contradictory Canelé · Tutorial
Rating: — · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
Gheal's solution

2143.
102802E
Coffee Swapping · Tutorial
Rating: — · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
Gheal's solution

2144.
102802F
Hot Cake · Tutorial
Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2145.
102802B
Frosting Patterns · Tutorial
Rating: — · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
Gheal's solution

2146.
102802C
Mountain Mileage · Tutorial
Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2147.
102802A
Baking Pan · Tutorial
Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2148.
102433E
Rainbow Strings · Tutorial
Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2149.
102433C
Coloring Contention · Tutorial
Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2150.
102433D
Dividing By Two · Tutorial
Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2151.
102646D
Team Selection · Tutorial
Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2152.
102646C
Song Optimization · Tutorial
Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

Gheal's solution

2153.
102646B
Combining Arrays · Tutorial
Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2154.
102646A2
Product of Triples (Hard Version) · Tutorial
Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2155.
102646A1
Product of Triples (Easy Version) · Tutorial
Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2156.
1331B
Limericks · Tutorial
Quality: 7,160 global accepts · Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory
Gheal's solution

2157.
1170B
Bad Days · Tutorial
Quality: 1,149 global accepts · Rating: — · first AC: 2020-05-19 · Kotlin 1.4 (first AC) · Tags: *special, implementation
Gheal's solution

2158.
1170A
Three Integers Again · Tutorial
Quality: 1,563 global accepts · Rating: — · first AC: 2020-05-19 · Kotlin 1.4 (first AC) · Tags: *special, math
Gheal's solution

2159.
101744B
MaratonIME plays Cîrokime · Tutorial
Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2160.
101744G
MaratonIME goes rowing · Tutorial
Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2161.
101744E
MaratonIME rides the university bus · Tutorial
Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2162.
101744K
MaratonIME goes to the karaoke · Tutorial
Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2163.
101744L
MaratonIME goes karting · Tutorial
Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

Gheal's solution

2164.
`101744M`
MaratonIME returns home · Tutorial
Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2165.
`101744A`
MaratonIME helps Pablito · Tutorial
Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2166.
`1010211`
Guess the Number · Tutorial
Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2167.
`undefined100`
A+B · Tutorial
Rating: — · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: *special
Gheal's solution

2168.
`1331D`
Again? · Tutorial
Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
Gheal's solution

2169.
`1331A`
Is it rated? · Tutorial
Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
Gheal's solution

2170.
`102212C`
Pig Latin · Tutorial
Rating: — · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2171.
`102212B`
Racetrack · Tutorial
Rating: — · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2172.
`102212A`
Adding Two Integers · Tutorial
Rating: — · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2173.
`102397G`
Super Weird Game · Tutorial
Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2174.
`102397F`
Weird Game · Tutorial
Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

Gheal's solution

2175.
102397D
Bashar and the bad land (Easy) · Tutorial
Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2176.
102397E
Bashar and the bad land (Hard) · Tutorial
Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2177.
102397H
Mahmoud and the flagstones · Tutorial
Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2178.
102397I
Dr.Hjjawi and the MCQ · Tutorial
Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2179.
102397J
AbuTahun and Flash Memories · Tutorial
Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2180.
102397C
The Ending Point · Tutorial
Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2181.
102397B
Calculate The Area · Tutorial
Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution

2182.
102397A
Bashar and SHAWERMA! · Tutorial
Rating: — · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Gheal's solution