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Unique solved — Harsh kunwar

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

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

Filters: none

Count: 2,227

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,812 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

2.

2218C

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

Quality: 26,473 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

3.

2218B

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

Quality: 33,716 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

4.

2218A

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

Quality: 34,960 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[Harsh_kunwar's solution](#)

5.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

6.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

7.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,737 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Harsh_kunwar's solution](#)

8.

2157A

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

Quality: 16,506 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Harsh_kunwar's solution](#)

9.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[Harsh_kunwar's solution](#)

10.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[Harsh_kunwar's solution](#)

11.

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

[Harsh_kunwar's solution](#)

12.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,263 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

13.

2134A

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

Quality: 26,564 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Harsh_kunwar's solution](#)

14.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,545 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

15.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Harsh_kunwar's solution](#)

16.

1625A

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

Quality: 18,286 global accepts · Rating: 800 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Harsh_kunwar's solution](#)

17.

1474A

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

Quality: 23,359 global accepts · Rating: 800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

18.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

19.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

20.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[Harsh_kunwar's solution](#)

21.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Harsh_kunwar's solution](#)

22.

2064A

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

Quality: 27,100 global accepts · Rating: 800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Harsh_kunwar's solution](#)

23.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

24.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Harsh_kunwar's solution](#)

25.

2126B

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

Quality: 37,701 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Harsh_kunwar's solution](#)

26.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

27.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

28.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,128 global accepts · Rating: 800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

29.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,267 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

30.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

31.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Harsh_kunwar's solution](#)

32.

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Harsh_kunwar's solution](#)

33.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

34.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[Harsh_kunwar's solution](#)

35.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Harsh_kunwar's solution](#)

36.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 800 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

37.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,544 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

38.

2092A

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

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[Harsh_kunwar's solution](#)

39.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,376 global accepts · Rating: 800 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

40.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

41.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

42.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,299 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

43.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

44.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Harsh_kunwar's solution](#)

45.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

46.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

47.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Harsh_kunwar's solution](#)

48.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

49.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Harsh_kunwar's solution](#)

50.

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

[Harsh_kunwar's solution](#)

51.

2033A

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

Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Harsh_kunwar's solution](#)

- 52.**
2027A
[Rectangle Arrangement](#) · [Tutorial](#)
Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math
[Harsh_kunwar's solution](#)
- 53.**
2024A
[Profitable Interest Rate](#) · [Tutorial](#)
Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Harsh_kunwar's solution](#)
- 54.**
2030A
[A Gift From Orangutan](#) · [Tutorial](#)
Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Harsh_kunwar's solution](#)
- 55.**
2030B
[Minimise Oneness](#) · [Tutorial](#)
Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[Harsh_kunwar's solution](#)
- 56.**
2025A
[Two Screens](#) · [Tutorial](#)
Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[Harsh_kunwar's solution](#)
- 57.**
2022A
[Bus to Pénjamo](#) · [Tutorial](#)
Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Harsh_kunwar's solution](#)
- 58.**
2014B
[Robin Hood and the Major Oak](#) · [Tutorial](#)
Quality: 33,194 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: math
[Harsh_kunwar's solution](#)
- 59.**
2014A
[Robin Helps](#) · [Tutorial](#)
Quality: 45,714 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Harsh_kunwar's solution](#)
- 60.**
2013A
[Zhan's Blender](#) · [Tutorial](#)
Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Harsh_kunwar's solution](#)
- 61.**
2007A
[Dora's Set](#) · [Tutorial](#)
Quality: 25,270 global accepts · Rating: 800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[Harsh_kunwar's solution](#)

62.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[Harsh_kunwar's solution](#)

63.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Harsh_kunwar's solution](#)

64.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Harsh_kunwar's solution](#)

65.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings
[Harsh_kunwar's solution](#)

66.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
[Harsh_kunwar's solution](#)

67.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,457 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Harsh_kunwar's solution](#)

68.

1644B

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

Quality: 21,321 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[Harsh_kunwar's solution](#)

69.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Harsh_kunwar's solution](#)

70.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search
[Harsh_kunwar's solution](#)

71.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[Harsh_kunwar's solution](#)

72.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,279 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Harsh_kunwar's solution](#)

73.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

74.

1985B

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

Quality: 56,774 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

75.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,373 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

76.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

77.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Harsh_kunwar's solution](#)

78.

1194A

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

Quality: 17,376 global accepts · Rating: 800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

79.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Harsh_kunwar's solution](#)

80.

1980A

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

Quality: 47,600 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

81.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Harsh_kunwar's solution](#)

82.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Harsh_kunwar's solution](#)

83.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Harsh_kunwar's solution](#)

84.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Harsh_kunwar's solution](#)

85.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,202 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

86.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

87.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,923 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

88.

1974B

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

Quality: 34,489 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Harsh_kunwar's solution](#)

89.

1971A

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

Quality: 59,501 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Harsh_kunwar's solution](#)

90.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,716 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

91.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

92.

1191A

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

Quality: 18,983 global accepts · Rating: 800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Harsh_kunwar's solution](#)

93.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,913 global accepts · Rating: 800 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Harsh_kunwar's solution](#)

- 94.**
978A
[Remove Duplicates](#) · [Tutorial](#)
Quality: 30,737 global accepts · Rating: 800 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Harsh_kunwar's solution](#)
- 95.**
1955A
[Yogurt Sale](#) · [Tutorial](#)
Quality: 52,733 global accepts · Rating: 800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[Harsh_kunwar's solution](#)
- 96.**
1942A
[Farmer John's Challenge](#) · [Tutorial](#)
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[Harsh_kunwar's solution](#)
- 97.**
1950C
[Clock Conversion](#) · [Tutorial](#)
Quality: 46,906 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Harsh_kunwar's solution](#)
- 98.**
1950B
[Upscaling](#) · [Tutorial](#)
Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Harsh_kunwar's solution](#)
- 99.**
1950A
[Stair, Peak, or Neither?](#) · [Tutorial](#)
Quality: 69,455 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Harsh_kunwar's solution](#)
- 100.**
1862B
[Sequence Game](#) · [Tutorial](#)
Quality: 55,011 global accepts · Rating: 800 · first AC: 2023-08-25 · last AC: 2024-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Harsh_kunwar's solution](#)
- 101.**
1946A
[Median of an Array](#) · [Tutorial](#)
Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[Harsh_kunwar's solution](#)
- 102.**
1944A
[Destroying Bridges](#) · [Tutorial](#)
Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[Harsh_kunwar's solution](#)
- 103.**
1948A
[Special Characters](#) · [Tutorial](#)
Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Harsh_kunwar's solution](#)
- 104.**
1941A
[Rudolf and the Ticket](#) · [Tutorial](#)
Quality: 47,700 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Harsh_kunwar's solution](#)

105.

1935A

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

Quality: 30,326 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[Harsh_kunwar's solution](#)

106.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Harsh_kunwar's solution](#)

107.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Harsh_kunwar's solution](#)

108.

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
[Harsh_kunwar's solution](#)

109.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Harsh_kunwar's solution](#)

110.

1929A

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

Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Harsh_kunwar's solution](#)

111.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[Harsh_kunwar's solution](#)

112.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,439 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Harsh_kunwar's solution](#)

113.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,373 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Harsh_kunwar's solution](#)

114.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[Harsh_kunwar's solution](#)

115.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

116.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Harsh_kunwar's solution](#)

117.

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

[Harsh_kunwar's solution](#)

118.

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

[Harsh_kunwar's solution](#)

119.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Harsh_kunwar's solution](#)

120.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

121.

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

[Harsh_kunwar's solution](#)

122.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,156 global accepts · Rating: 800 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

123.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

124.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

125.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

126.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

127.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Harsh_kunwar's solution](#)

128.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

129.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,761 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

130.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,666 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Harsh_kunwar's solution](#)

131.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,368 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Harsh_kunwar's solution](#)

132.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,335 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

133.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

134.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,788 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Harsh_kunwar's solution](#)

135.

1478A

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

Quality: 28,014 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Harsh_kunwar's solution](#)

136.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

137.

1850C

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

Quality: 53,545 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

138.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

139.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Harsh_kunwar's solution](#)

140.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Harsh_kunwar's solution](#)

141.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,139 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

142.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Harsh_kunwar's solution](#)

143.

1881A

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

Quality: 59,349 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Harsh_kunwar's solution](#)

144.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

145.

1886A

[Sum of Three](#) · [Tutorial](#)

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

[Harsh_kunwar's solution](#)

146.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,341 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

147.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

148.

1560A

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

Quality: 73,515 global accepts · Rating: 800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

149.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

150.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

151.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

152.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,520 global accepts · Rating: 800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

153.

1878A

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

Quality: 78,694 global accepts · Rating: 800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

154.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

155.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,409 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

156.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,706 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Harsh_kunwar's solution](#)

157.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,024 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

158.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,015 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

159.

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

[Harsh_kunwar's solution](#)

160.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Harsh_kunwar's solution](#)

161.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,182 global accepts · Rating: 800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Harsh_kunwar's solution](#)

162.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,367 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

163.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

164.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Harsh_kunwar's solution](#)

165.

1325B

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

Quality: 38,826 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

166.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,267 global accepts · Rating: 800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[Harsh_kunwar's solution](#)

167.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,358 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[Harsh_kunwar's solution](#)

168.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,428 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

169.

1850B

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

Quality: 50,380 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Harsh_kunwar's solution](#)

170.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,935 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

171.

1845A

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

Quality: 47,364 global accepts · Rating: 800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Harsh_kunwar's solution](#)

172.

1856A

[Tales of a Sort](#) · [Tutorial](#)

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

[Harsh_kunwar's solution](#)

173.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Harsh_kunwar's solution](#)

174.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Harsh_kunwar's solution](#)

175.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,069 global accepts · Rating: 800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Harsh_kunwar's solution](#)

176.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

177.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,115 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

178.

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

179.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Harsh_kunwar's solution](#)

180.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Harsh_kunwar's solution](#)

181.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Harsh_kunwar's solution](#)

182.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Harsh_kunwar's solution](#)

183.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Harsh_kunwar's solution](#)

184.

1831A

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

Quality: 46,310 global accepts · Rating: 800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Harsh_kunwar's solution](#)

185.

1837A

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

Quality: 54,849 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Harsh_kunwar's solution](#)

186.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,084 global accepts · Rating: 800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Harsh_kunwar's solution](#)

187.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,705 global accepts · Rating: 800 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Harsh_kunwar's solution](#)

188.

1352A

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

Quality: 104,146 global accepts · Rating: 800 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Harsh_kunwar's solution](#)

189.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Harsh_kunwar's solution](#)

190.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Harsh_kunwar's solution](#)

191.

1823A

[A-characteristic](#) · [Tutorial](#)

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

192.

1748A

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

Quality: 25,314 global accepts · Rating: 800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

193.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Harsh_kunwar's solution](#)

194.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

195.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

196.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Harsh_kunwar's solution](#)

197.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

198.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

199.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,311 global accepts · Rating: 800 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

200.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,479 global accepts · Rating: 800 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Harsh_kunwar's solution](#)

201.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[Harsh_kunwar's solution](#)

202.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows,

graphs, greedy, implementation

[Harsh_kunwar's solution](#)

203.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

204.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,461 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

205.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Harsh_kunwar's solution](#)

206.

1702B

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

Quality: 29,306 global accepts · Rating: 800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

207.

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

208.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,950 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Harsh_kunwar's solution](#)

209.

1805B

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

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Harsh_kunwar's solution](#)

210.

1810B

[Candies](#) · [Tutorial](#)

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

[Harsh_kunwar's solution](#)

211.

1810A

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

Quality: 21,911 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Harsh_kunwar's solution](#)

212.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,172 global accepts · Rating: 800 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

213.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

214.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

215.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,476 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Harsh_kunwar's solution](#)

216.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

217.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

218.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Harsh_kunwar's solution](#)

219.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

220.

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Harsh_kunwar's solution](#)

221.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Harsh_kunwar's solution](#)

222.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[Harsh_kunwar's solution](#)

223.

1789A

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

Quality: 32,990 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

224.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

225.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Harsh_kunwar's solution](#)

226.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

227.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,021 global accepts · Rating: 800 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Harsh_kunwar's solution](#)

228.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,219 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

229.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

230.

1791A

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

Quality: 80,631 global accepts · Rating: 800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

231.

1791B

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

Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Harsh_kunwar's solution](#)

232.

1791C

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

Quality: 74,197 global accepts · Rating: 800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Harsh_kunwar's solution](#)

233.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

234.

59A

[Word](#) · [Tutorial](#)

Quality: 227,965 global accepts · Rating: 800 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

235.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

236.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

237.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

238.

1790A

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

Quality: 41,050 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[Harsh_kunwar's solution](#)

239.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

240.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

241.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Harsh_kunwar's solution](#)

242.

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Harsh_kunwar's solution](#)

243.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

244.

1777A

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

Quality: 44,023 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

245.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,145 global accepts · Rating: 800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

246.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Harsh_kunwar's solution](#)

247.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

248.

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,726 global accepts · Rating: 800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Harsh_kunwar's solution](#)

249.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation

[Harsh_kunwar's solution](#)

250.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,885 global accepts · Rating: 800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Harsh_kunwar's solution](#)

251.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

252.

386A

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

Quality: 7,735 global accepts · Rating: 800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

253.

1783A

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

Quality: 48,740 global accepts · Rating: 800 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Harsh_kunwar's solution](#)

254.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[Harsh_kunwar's solution](#)

255.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Harsh_kunwar's solution](#)

256.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

257.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

258.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,902 global accepts · Rating: 800 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

259.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,050 global accepts · Rating: 800 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

260.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Harsh_kunwar's solution](#)

261.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,316 global accepts · Rating: 800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

262.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,946 global accepts · Rating: 800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Harsh_kunwar's solution](#)

263.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,965 global accepts · Rating: 800 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Harsh_kunwar's solution](#)

264.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,761 global accepts · Rating: 800 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Harsh_kunwar's solution](#)

265.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,037 global accepts · Rating: 800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

266.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

267.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,436 global accepts · Rating: 800 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

268.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,398 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

269.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,587 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Harsh_kunwar's solution](#)

270.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,890 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

271.

2140B

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

Quality: 22,138 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

272.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 900 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

273.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Harsh_kunwar's solution](#)

274.

1665B

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

Quality: 32,904 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Harsh_kunwar's solution](#)

275.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

276.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[Harsh_kunwar's solution](#)

277.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,960 global accepts · Rating: 900 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Harsh_kunwar's solution](#)

278.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

279.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Harsh_kunwar's solution](#)

280.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Harsh_kunwar's solution](#)

281.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Harsh_kunwar's solution](#)

282.

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

[Harsh_kunwar's solution](#)

283.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

284.

2013B

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

Quality: 28,250 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

285.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Harsh_kunwar's solution](#)

286.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Harsh_kunwar's solution](#)

287.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Harsh_kunwar's solution](#)

288.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,409 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

289.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

290.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,541 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Harsh_kunwar's solution](#)

291.

1971C

[Clock and Strings](#) · [Tutorial](#)

Quality: 41,580 global accepts · Rating: 900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

292.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

293.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Harsh_kunwar's solution](#)

294.

1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,138 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Harsh_kunwar's solution](#)

295.

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

296.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,905 global accepts · Rating: 900 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

297.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Harsh_kunwar's solution](#)

298.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,392 global accepts · Rating: 900 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

299.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,836 global accepts · Rating: 900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

300.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

301.

1900B

[Laura and Operations](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Harsh_kunwar's solution](#)

302.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Harsh_kunwar's solution](#)

303.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

304.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,712 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

305.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Harsh_kunwar's solution](#)

306.

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Harsh_kunwar's solution](#)

307.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

308.

1878C

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

Quality: 57,664 global accepts · Rating: 900 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

309.

1875A

[Jellyfish and Undertale](#) · [Tutorial](#)

Quality: 47,022 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Harsh_kunwar's solution](#)

310.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,071 global accepts · Rating: 900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

311.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,498 global accepts · Rating: 900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

312.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 900 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

313.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Harsh_kunwar's solution](#)

314.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,706 global accepts · Rating: 900 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Harsh_kunwar's solution](#)

315.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

316.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,940 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Harsh_kunwar's solution](#)

317.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Harsh_kunwar's solution](#)

318.

1837B

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

Quality: 50,113 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

319.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,777 global accepts · Rating: 900 · first AC: 2023-03-20 · last AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Harsh_kunwar's solution](#)

320.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

321.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Harsh_kunwar's solution](#)

322.

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

323.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 900 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Harsh_kunwar's solution](#)

324.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

325.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,739 global accepts · Rating: 900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

326.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,883 global accepts · Rating: 900 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

327.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[Harsh_kunwar's solution](#)

328.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,593 global accepts · Rating: 900 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Harsh_kunwar's solution](#)

329.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

330.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

331.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

332.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Harsh_kunwar's solution](#)

333.

611A

[New Year and Days](#) · [Tutorial](#)

Quality: 12,180 global accepts · Rating: 900 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

334.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

335.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

336.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,342 global accepts · Rating: 900 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[Harsh_kunwar's solution](#)

337.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,187 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

338.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,494 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

339.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

340.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,441 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

341.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Harsh_kunwar's solution](#)

342.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

343.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number

theory

[Harsh_kunwar's solution](#)

344.

1474B

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

Quality: 40,339 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Harsh_kunwar's solution](#)

345.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Harsh_kunwar's solution](#)

346.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

347.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

348.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math

[Harsh_kunwar's solution](#)

349.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math, number theory

[Harsh_kunwar's solution](#)

350.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,888 global accepts · Rating: 1000 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Harsh_kunwar's solution](#)

351.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Harsh_kunwar's solution](#)

352.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

353.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,963 global accepts · Rating: 1000 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, implementation, math

[Harsh_kunwar's solution](#)

354.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,822 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Harsh_kunwar's solution](#)

355.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,470 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[Harsh_kunwar's solution](#)

356.

2057B

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

Quality: 23,278 global accepts · Rating: 1000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

357.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

358.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

359.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Harsh_kunwar's solution](#)

360.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Harsh_kunwar's solution](#)

361.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,133 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Harsh_kunwar's solution](#)

362.

1430C

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

Quality: 28,237 global accepts · Rating: 1000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Harsh_kunwar's solution](#)

363.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Harsh_kunwar's solution](#)

364.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,111 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

365.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,434 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Harsh_kunwar's solution](#)

366.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Harsh_kunwar's solution](#)

367.

1975B

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

Quality: 21,073 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Harsh_kunwar's solution](#)

368.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Harsh_kunwar's solution](#)

369.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

370.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

371.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,454 global accepts · Rating: 1000 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

372.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Harsh_kunwar's solution](#)

373.

1955B

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

Quality: 32,265 global accepts · Rating: 1000 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Harsh_kunwar's solution](#)

374.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,061 global accepts · Rating: 1000 · first AC: 2023-10-10 · last AC: 2024-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Harsh_kunwar's solution](#)

375.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Harsh_kunwar's solution](#)

376.

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

[Harsh_kunwar's solution](#)

377.

1927C

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

Quality: 31,569 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Harsh_kunwar's solution](#)

378.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,319 global accepts · Rating: 1000 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

379.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

380.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,269 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Harsh_kunwar's solution](#)

381.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

382.

1785A

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

Rating: 1000 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

383.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Harsh_kunwar's solution](#)

384.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,384 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Harsh_kunwar's solution](#)

385.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,477 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

386.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

387.

1725B

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

Quality: 28,283 global accepts · Rating: 1000 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Harsh_kunwar's solution](#)

388.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

389.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,703 global accepts · Rating: 1000 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Harsh_kunwar's solution](#)

390.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

391.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Harsh_kunwar's solution](#)

392.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Harsh_kunwar's solution](#)

393.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

394.

1858C

[Yet Another Permutation Problem](#) · [Tutorial](#)

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Harsh_kunwar's solution](#)

395.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,913 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Harsh_kunwar's solution](#)

396.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,579 global accepts · Rating: 1000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Harsh_kunwar's solution](#)

397.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

398.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,382 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Harsh_kunwar's solution](#)

399.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

400.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,064 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

401.

1837C

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

Quality: 24,577 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

402.

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,690 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

403.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

404.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

405.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Harsh_kunwar's solution](#)

406.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Harsh_kunwar's solution](#)

407.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

408.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,985 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Harsh_kunwar's solution](#)

409.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

410.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

411.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,276 global accepts · Rating: 1000 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Harsh_kunwar's solution](#)

412.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Harsh_kunwar's solution](#)

413.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Harsh_kunwar's solution](#)

414.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Harsh_kunwar's solution](#)

415.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,894 global accepts · Rating: 1000 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

416.

2218D

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

Quality: 18,450 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, math, number theory

[Harsh_kunwar's solution](#)

417.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,645 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Harsh_kunwar's solution](#)

418.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

419.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,859 global accepts · Rating: 1100 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Harsh_kunwar's solution](#)

420.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Harsh_kunwar's solution](#)

421.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Harsh_kunwar's solution](#)

422.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Harsh_kunwar's solution](#)

423.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

424.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

425.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Harsh_kunwar's solution](#)

426.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[Harsh_kunwar's solution](#)

427.

2103B

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

Quality: 17,708 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

428.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Harsh_kunwar's solution](#)

429.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,994 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Harsh_kunwar's solution](#)

430.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,316 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Harsh_kunwar's solution](#)

431.

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Harsh_kunwar's solution](#)

432.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

433.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Harsh_kunwar's solution](#)

434.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Harsh_kunwar's solution](#)

435.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Harsh_kunwar's solution](#)

436.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, sortings

[Harsh_kunwar's solution](#)

437.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[Harsh_kunwar's solution](#)

438.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Harsh_kunwar's solution](#)

439.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,458 global accepts · Rating: 1100 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Harsh_kunwar's solution](#)

440.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Harsh_kunwar's solution](#)

441.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Harsh_kunwar's solution](#)

442.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

443.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Harsh_kunwar's solution](#)

444.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

445.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

446.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,081 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

447.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,900 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

448.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

449.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,560 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Harsh_kunwar's solution](#)

450.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

451.

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

[Harsh_kunwar's solution](#)

452.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Harsh_kunwar's solution](#)

453.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Harsh_kunwar's solution](#)

454.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Harsh_kunwar's solution](#)

455.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Harsh_kunwar's solution](#)

456.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Harsh_kunwar's solution](#)

457.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Harsh_kunwar's solution](#)

458.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Harsh_kunwar's solution](#)

459.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,541 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

460.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[Harsh_kunwar's solution](#)

461.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Harsh_kunwar's solution](#)

462.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Harsh_kunwar's solution](#)

463.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

464.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,876 global accepts · Rating: 1100 · first AC: 2023-11-17 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Harsh_kunwar's solution](#)

465.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[Harsh_kunwar's solution](#)

466.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,368 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Harsh_kunwar's solution](#)

467.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[Harsh_kunwar's solution](#)

468.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Harsh_kunwar's solution](#)

469.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,023 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[Harsh_kunwar's solution](#)

470.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[Harsh_kunwar's solution](#)

471.

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[Harsh_kunwar's solution](#)

472.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Harsh_kunwar's solution](#)

473.

1873E

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

Quality: 43,467 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
[Harsh_kunwar's solution](#)

474.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[Harsh_kunwar's solution](#)

475.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[Harsh_kunwar's solution](#)

476.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings
[Harsh_kunwar's solution](#)

477.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,389 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

478.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

479.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Harsh_kunwar's solution](#)

480.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Harsh_kunwar's solution](#)

481.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Harsh_kunwar's solution](#)

482.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[Harsh_kunwar's solution](#)

483.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Harsh_kunwar's solution](#)

484.

1842B

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

Quality: 25,544 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Harsh_kunwar's solution](#)

485.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

486.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

487.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

488.

1826B

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

Quality: 28,174 global accepts · Rating: 1100 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

489.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,114 global accepts · Rating: 1100 · first AC: 2023-04-26 · last AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[Harsh_kunwar's solution](#)

490.

1788B

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

Quality: 22,358 global accepts · Rating: 1100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Harsh_kunwar's solution](#)

491.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,337 global accepts · Rating: 1100 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Harsh_kunwar's solution](#)

492.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1100 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Harsh_kunwar's solution](#)

493.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,268 global accepts · Rating: 1100 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

494.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

495.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[Harsh_kunwar's solution](#)

496.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Harsh_kunwar's solution](#)

497.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

498.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,620 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Harsh_kunwar's solution](#)

499.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Harsh_kunwar's solution](#)

500.

1811C

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

Quality: 22,230 global accepts · Rating: 1100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Harsh_kunwar's solution](#)

501.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[Harsh_kunwar's solution](#)

502.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Harsh_kunwar's solution](#)

503.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,848 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[Harsh_kunwar's solution](#)

504.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[Harsh_kunwar's solution](#)

505.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[Harsh_kunwar's solution](#)

506.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,115 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[Harsh_kunwar's solution](#)

507.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Harsh_kunwar's solution](#)

508.

1791E

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

Quality: 41,292 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Harsh_kunwar's solution](#)

509.

1791G1

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

Quality: 33,926 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

510.

1173B

[Nauuo and Chess · Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

511.

1780B

[GCD Partition · Tutorial](#)

Quality: 25,979 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Harsh_kunwar's solution](#)

512.

1759C

[Thermostat · Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, shortest paths

[Harsh_kunwar's solution](#)

513.

1783B

[Matrix of Differences · Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

514.

2218E

[The 67th XOR Problem · Tutorial](#)

Quality: 14,112 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[Harsh_kunwar's solution](#)

515.

2196A

[Game with a Fraction · Tutorial](#)

Quality: 15,836 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Harsh_kunwar's solution](#)

516.

2190A

[Sorting Game · Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Harsh_kunwar's solution](#)

517.

2178C

[First or Second · Tutorial](#)

Quality: 15,703 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Harsh_kunwar's solution](#)

518.

2174A

[Needle in a Haystack · Tutorial](#)

Quality: 14,306 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Harsh_kunwar's solution](#)

519.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,561 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Harsh_kunwar's solution](#)

520.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,352 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Harsh_kunwar's solution](#)

521.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,686 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Harsh_kunwar's solution](#)

522.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,878 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

523.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,309 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Harsh_kunwar's solution](#)

524.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

525.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Harsh_kunwar's solution](#)

526.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 1200 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Harsh_kunwar's solution](#)

527.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,392 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Harsh_kunwar's solution](#)

528.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

529.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Harsh_kunwar's solution](#)

530.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Harsh_kunwar's solution](#)

531.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

532.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Harsh_kunwar's solution](#)

533.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,687 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Harsh_kunwar's solution](#)

534.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,869 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

535.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Harsh_kunwar's solution](#)

536.

1982B

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

Quality: 19,757 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Harsh_kunwar's solution](#)

537.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Harsh_kunwar's solution](#)

538.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, implementation

[Harsh_kunwar's solution](#)

539.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[Harsh_kunwar's solution](#)

540.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Harsh_kunwar's solution](#)

541.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Harsh_kunwar's solution](#)

542.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Harsh_kunwar's solution](#)

543.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Harsh_kunwar's solution](#)

544.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

545.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Harsh_kunwar's solution](#)

546.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[Harsh_kunwar's solution](#)

547.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

548.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Harsh_kunwar's solution](#)

549.

1934B

[Yet Another Coin Problem](#) · [Tutorial](#)

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Harsh_kunwar's solution](#)

550.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Harsh_kunwar's solution](#)

551.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Harsh_kunwar's solution](#)

552.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

553.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Harsh_kunwar's solution](#)

554.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Harsh_kunwar's solution](#)

555.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-25 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Harsh_kunwar's solution](#)

556.

1916C

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

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

[Harsh_kunwar's solution](#)

557.

1909B

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

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

558.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,102 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

559.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,109 global accepts · Rating: 1200 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Harsh_kunwar's solution](#)

560.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,585 global accepts · Rating: 1200 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Harsh_kunwar's solution](#)

561.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[Harsh_kunwar's solution](#)

562.

1537C

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

Quality: 30,284 global accepts · Rating: 1200 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Harsh_kunwar's solution](#)

563.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,836 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

564.

1907C

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

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Harsh_kunwar's solution](#)

565.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

566.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 1200 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

567.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

568.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

569.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Harsh_kunwar's solution](#)

570.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,335 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

571.

1877C

[Joyboard · Tutorial](#)

Quality: 12,838 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

572.

1843D

[Apple Tree · Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Harsh_kunwar's solution](#)

573.

1598C

[Delete Two Elements · Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Harsh_kunwar's solution](#)

574.

1875B

[Jellyfish and Game · Tutorial](#)

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Harsh_kunwar's solution](#)

575.

1870B

[Friendly Arrays · Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Harsh_kunwar's solution](#)

576.

1872D

[Plus Minus Permutation · Tutorial](#)

Quality: 38,839 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

577.

1420B

[Rock and Lever · Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Harsh_kunwar's solution](#)

578.

1514B

[AND 0, Sum Big · Tutorial](#)

Quality: 34,943 global accepts · Rating: 1200 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[Harsh_kunwar's solution](#)

579.

1859C

[Another Permutation Problem · Tutorial](#)

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Harsh_kunwar's solution](#)

580.

1713C

[Build Permutation · Tutorial](#)

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Harsh_kunwar's solution](#)

581.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,347 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Harsh_kunwar's solution](#)

582.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Harsh_kunwar's solution](#)

583.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,742 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Harsh_kunwar's solution](#)

584.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, sortings

[Harsh_kunwar's solution](#)

585.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,767 global accepts · Rating: 1200 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

586.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,412 global accepts · Rating: 1200 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Harsh_kunwar's solution](#)

587.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

588.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,780 global accepts · Rating: 1200 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Harsh_kunwar's solution](#)

589.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,827 global accepts · Rating: 1200 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

590.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

591.

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Harsh_kunwar's solution](#)

592.

1679B

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

Quality: 27,437 global accepts · Rating: 1200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[Harsh_kunwar's solution](#)

593.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,524 global accepts · Rating: 1200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Harsh_kunwar's solution](#)

594.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,673 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[Harsh_kunwar's solution](#)

595.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[Harsh_kunwar's solution](#)

596.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1200 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[Harsh_kunwar's solution](#)

597.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation
[Harsh_kunwar's solution](#)

598.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Harsh_kunwar's solution](#)

599.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[Harsh_kunwar's solution](#)

600.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,741 global accepts · Rating: 1200 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Harsh_kunwar's solution](#)

601.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

602.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Harsh_kunwar's solution](#)

603.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,350 global accepts · Rating: 1200 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[Harsh_kunwar's solution](#)

604.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

605.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,631 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Harsh_kunwar's solution](#)

606.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,443 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Harsh_kunwar's solution](#)

607.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,118 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

[Harsh_kunwar's solution](#)

608.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Harsh_kunwar's solution](#)

609.

2187A

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

Quality: 15,871 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

610.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Harsh_kunwar'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

[Harsh_kunwar's solution](#)

612.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Harsh_kunwar's solution](#)

613.

1601A

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

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Harsh_kunwar's solution](#)

614.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

615.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Harsh_kunwar's solution](#)

616.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Harsh_kunwar's solution](#)

617.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,653 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Harsh_kunwar's solution](#)

618.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Harsh_kunwar's solution](#)

619.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,371 global accepts · Rating: 1300 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, greedy, sortings

[Harsh_kunwar's solution](#)

620.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Harsh_kunwar's solution](#)

621.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Harsh_kunwar's solution](#)

622.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Harsh_kunwar's solution](#)

623.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,737 global accepts · Rating: 1300 · first AC: 2025-06-24 · last AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Harsh_kunwar's solution](#)

624.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[Harsh_kunwar's solution](#)

625.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,684 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Harsh_kunwar's solution](#)

626.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Harsh_kunwar's solution](#)

627.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 1300 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers

[Harsh_kunwar's solution](#)

628.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Harsh_kunwar's solution](#)

629.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,641 global accepts · Rating: 1300 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Harsh_kunwar's solution](#)

630.

2086C

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

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Harsh_kunwar's solution](#)

631.

2091E

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

Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number

theory, two pointers

[Harsh_kunwar's solution](#)

632.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

633.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[Harsh_kunwar's solution](#)

634.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Harsh_kunwar's solution](#)

635.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Harsh_kunwar's solution](#)

636.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Harsh_kunwar's solution](#)

637.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

638.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

639.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,197 global accepts · Rating: 1300 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Harsh_kunwar's solution](#)

640.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Harsh_kunwar's solution](#)

641.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Harsh_kunwar's solution](#)

642.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Harsh_kunwar's solution](#)

643.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

644.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Harsh_kunwar's solution](#)

645.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Harsh_kunwar's solution](#)

646.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

647.

1194B

[Yet Another Crosses Problem](#) · [Tutorial](#)

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

648.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

649.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Harsh_kunwar's solution](#)

650.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Harsh_kunwar's solution](#)

651.

1981B

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

Quality: 16,442 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Harsh_kunwar's solution](#)

652.

1973B

[Cat, Fox and the Lonely Array](#) · Tutorial

Quality: 16,830 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

[Harsh_kunwar's solution](#)

653.

1447C

[Knapsack](#) · Tutorial

Rating: 1300 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Harsh_kunwar's solution](#)

654.

1955C

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

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Harsh_kunwar's solution](#)

655.

1902C

[Insert and Equalize](#) · Tutorial

Quality: 16,978 global accepts · Rating: 1300 · first AC: 2023-12-07 · last AC: 2024-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Harsh_kunwar's solution](#)

656.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · Tutorial

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Harsh_kunwar's solution](#)

657.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · Tutorial

Quality: 25,210 global accepts · Rating: 1300 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Harsh_kunwar's solution](#)

658.

1945D

[Seraphim the Owl](#) · Tutorial

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Harsh_kunwar's solution](#)

659.

1944C

[MEX Game 1](#) · Tutorial

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Harsh_kunwar's solution](#)

660.

1948C

[Arrow Path](#) · Tutorial

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Harsh_kunwar's solution](#)

661.

1937B

[Binary Path](#) · Tutorial

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Harsh_kunwar's solution](#)

662.

1931D

[Divisible Pairs](#) · Tutorial

Quality: 30,634 global accepts · Rating: 1300 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Harsh_kunwar's solution](#)

663.

1927D

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

Quality: 33,185 global accepts · Rating: 1300 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Harsh_kunwar's solution](#)

664.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Harsh_kunwar's solution](#)

665.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,533 global accepts · Rating: 1300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Harsh_kunwar's solution](#)

666.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1300 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[Harsh_kunwar's solution](#)

667.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Harsh_kunwar's solution](#)

668.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,654 global accepts · Rating: 1300 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Harsh_kunwar's solution](#)

669.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Harsh_kunwar's solution](#)

670.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,008 global accepts · Rating: 1300 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Harsh_kunwar's solution](#)

671.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Harsh_kunwar's solution](#)

672.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[Harsh_kunwar's solution](#)

673.

1899D

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

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

674.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Harsh_kunwar's solution](#)

675.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Harsh_kunwar's solution](#)

676.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers
[Harsh_kunwar's solution](#)

677.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,274 global accepts · Rating: 1300 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy
[Harsh_kunwar's solution](#)

678.

1881D

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

Quality: 28,443 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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679.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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680.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
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681.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[Harsh_kunwar's solution](#)

682.

1650D

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

Quality: 14,711 global accepts · Rating: 1300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[Harsh_kunwar's solution](#)

683.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Harsh_kunwar's solution](#)

684.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

685.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Harsh_kunwar's solution](#)

686.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,704 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Harsh_kunwar's solution](#)

687.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Harsh_kunwar's solution](#)

688.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

689.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

690.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Harsh_kunwar's solution](#)

691.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,326 global accepts · Rating: 1300 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Harsh_kunwar's solution](#)

692.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,590 global accepts · Rating: 1300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Harsh_kunwar's solution](#)

693.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Harsh_kunwar's solution](#)

694.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[Harsh_kunwar's solution](#)

695.

870C

[Maximum splitting](#) · [Tutorial](#)

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
[Harsh_kunwar's solution](#)

696.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Harsh_kunwar's solution](#)

697.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Harsh_kunwar's solution](#)

698.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,858 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Harsh_kunwar's solution](#)

699.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Harsh_kunwar's solution](#)

700.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Harsh_kunwar's solution](#)

701.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[Harsh_kunwar's solution](#)

702.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Harsh_kunwar's solution](#)

703.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math
[Harsh_kunwar's solution](#)

704.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

705.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

706.

1816C

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

Rating: 1300 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Harsh_kunwar's solution](#)

707.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

708.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Harsh_kunwar's solution](#)

709.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Harsh_kunwar's solution](#)

710.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

711.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Harsh_kunwar's solution](#)

712.

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Harsh_kunwar's solution](#)

713.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Harsh_kunwar's solution](#)

714.

1372B

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

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Harsh_kunwar's solution](#)

715.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

716.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Harsh_kunwar's solution](#)

717.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Harsh_kunwar's solution](#)

718.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,284 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Harsh_kunwar's solution](#)

719.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,351 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Harsh_kunwar's solution](#)

720.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Harsh_kunwar's solution](#)

721.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[Harsh_kunwar's solution](#)

722.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Harsh_kunwar's solution](#)

723.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Harsh_kunwar's solution](#)

724.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Harsh_kunwar's solution](#)

725.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Harsh_kunwar's solution](#)

726.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,840 global accepts · Rating: 1300 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[Harsh_kunwar's solution](#)

727.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1300 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Harsh_kunwar's solution](#)

728.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 1300 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Harsh_kunwar's solution](#)

729.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,176 global accepts · Rating: 1300 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Harsh_kunwar's solution](#)

730.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,347 global accepts · Rating: 1300 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, two pointers

[Harsh_kunwar's solution](#)

731.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Harsh_kunwar's solution](#)

732.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,110 global accepts · Rating: 1300 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Harsh_kunwar's solution](#)

733.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Harsh_kunwar's solution](#)

734.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,811 global accepts · Rating: 1300 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Harsh_kunwar's solution](#)

735.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Harsh_kunwar's solution](#)

736.

1703F

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

Quality: 30,055 global accepts · Rating: 1300 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Harsh_kunwar's solution](#)

737.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

738.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Harsh_kunwar's solution](#)

739.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Harsh_kunwar's solution](#)

740.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

741.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Harsh_kunwar's solution](#)

742.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

743.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

744.

1786B

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

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Harsh_kunwar's solution](#)

745.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,655 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Harsh_kunwar's solution](#)

746.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Harsh_kunwar's solution](#)

747.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,681 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Harsh_kunwar's solution](#)

748.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Harsh_kunwar's solution](#)

749.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,713 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Harsh_kunwar's solution](#)

750.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Harsh_kunwar's solution](#)

751.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,795 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Harsh_kunwar's solution](#)

752.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Harsh_kunwar's solution](#)

753.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Harsh_kunwar's solution](#)

754.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Harsh_kunwar's solution](#)

755.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Harsh_kunwar's solution](#)

756.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Harsh_kunwar's solution](#)

757.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Harsh_kunwar's solution](#)

758.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Harsh_kunwar's solution](#)

759.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[Harsh_kunwar's solution](#)

760.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · last AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

761.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Harsh_kunwar's solution](#)

762.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[Harsh_kunwar's solution](#)

763.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Harsh_kunwar's solution](#)

764.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[Harsh_kunwar's solution](#)

765.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

766.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

767.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Harsh_kunwar's solution](#)

768.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · last AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Harsh_kunwar's solution](#)

769.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Harsh_kunwar's solution](#)

770.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 1400 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Harsh_kunwar's solution](#)

771.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Harsh_kunwar's solution](#)

772.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · last AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Harsh_kunwar's solution](#)

773.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Harsh_kunwar's solution](#)

774.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

775.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Harsh_kunwar's solution](#)

776.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Harsh_kunwar's solution](#)

777.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Harsh_kunwar's solution](#)

778.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[Harsh_kunwar's solution](#)

779.

1974C

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

Quality: 19,041 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[Harsh_kunwar's solution](#)

780.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Harsh_kunwar's solution](#)

781.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,466 global accepts · Rating: 1400 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Harsh_kunwar's solution](#)

782.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

783.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

784.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Harsh_kunwar's solution](#)

785.

1955D

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

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Harsh_kunwar's solution](#)

786.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Harsh_kunwar's solution](#)

787.

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

788.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Harsh_kunwar's solution](#)

789.

1927E

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

Quality: 17,057 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[Harsh_kunwar's solution](#)

790.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2023-06-25 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Harsh_kunwar's solution](#)

791.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,669 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[Harsh_kunwar's solution](#)

792.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,588 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Harsh_kunwar's solution](#)

793.

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

[Harsh_kunwar's solution](#)

794.

1914E2

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

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Harsh_kunwar's solution](#)

795.

1914E1

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

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

[Harsh_kunwar's solution](#)

796.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Harsh_kunwar's solution](#)

797.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 1400 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

798.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,553 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Harsh_kunwar's solution](#)

799.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

800.

1907D

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

Quality: 23,575 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Harsh_kunwar's solution](#)

801.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Harsh_kunwar's solution](#)

802.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

803.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Harsh_kunwar's solution](#)

804.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Harsh_kunwar's solution](#)

805.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Harsh_kunwar's solution](#)

806.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Harsh_kunwar's solution](#)

807.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Harsh_kunwar's solution](#)

808.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 1400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Harsh_kunwar's solution](#)

809.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Harsh_kunwar's solution](#)

810.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,470 global accepts · Rating: 1400 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Harsh_kunwar's solution](#)

811.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Harsh_kunwar's solution](#)

812.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Harsh_kunwar's solution](#)

813.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,684 global accepts · Rating: 1400 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Harsh_kunwar's solution](#)

814.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Harsh_kunwar's solution](#)

815.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,469 global accepts · Rating: 1400 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Harsh_kunwar's solution](#)

816.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Harsh_kunwar's solution](#)

817.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 1400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees
[Harsh_kunwar's solution](#)

818.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,110 global accepts · Rating: 1400 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[Harsh_kunwar's solution](#)

819.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Harsh_kunwar's solution](#)

820.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[Harsh_kunwar's solution](#)

821.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[Harsh_kunwar's solution](#)

822.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[Harsh_kunwar's solution](#)

823.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Harsh_kunwar's solution](#)

824.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers
[Harsh_kunwar's solution](#)

825.

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Harsh_kunwar's solution](#)

826.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Harsh_kunwar's solution](#)

827.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,084 global accepts · Rating: 1400 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

828.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Harsh_kunwar's solution](#)

829.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,322 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

830.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Harsh_kunwar's solution](#)

831.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, matrices

[Harsh_kunwar's solution](#)

832.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Harsh_kunwar's solution](#)

833.

1506D

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

Quality: 25,540 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Harsh_kunwar's solution](#)

834.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Harsh_kunwar's solution](#)

835.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[Harsh_kunwar's solution](#)

836.

272B

[Dima and Sequence](#) · [Tutorial](#)

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

837.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Harsh_kunwar's solution](#)

838.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,978 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

839.

1825C

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

Rating: 1400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

840.

1215B

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

Quality: 18,352 global accepts · Rating: 1400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Harsh_kunwar's solution](#)

841.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

842.

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Harsh_kunwar's solution](#)

843.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

844.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

845.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,096 global accepts · Rating: 1400 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, two pointers

[Harsh_kunwar's solution](#)

846.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Harsh_kunwar's solution](#)

847.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2023-04-29 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math,

number theory

[Harsh_kunwar's solution](#)

848.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Harsh_kunwar's solution](#)

849.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math, strings

[Harsh_kunwar's solution](#)

850.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Harsh_kunwar's solution](#)

851.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Harsh_kunwar's solution](#)

852.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

853.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Harsh_kunwar's solution](#)

854.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Harsh_kunwar's solution](#)

855.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

856.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,143 global accepts · Rating: 1400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

857.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,804 global accepts · Rating: 1400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

858.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,510 global accepts · Rating: 1400 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Harsh_kunwar's solution](#)

859.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
[Harsh_kunwar's solution](#)

860.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,195 global accepts · Rating: 1400 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[Harsh_kunwar's solution](#)

861.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,096 global accepts · Rating: 1400 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers
[Harsh_kunwar's solution](#)

862.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[Harsh_kunwar's solution](#)

863.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math, ternary search
[Harsh_kunwar's solution](#)

864.

1443C

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

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Harsh_kunwar's solution](#)

865.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[Harsh_kunwar's solution](#)

866.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,244 global accepts · Rating: 1400 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[Harsh_kunwar's solution](#)

867.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[Harsh_kunwar's solution](#)

868.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Harsh_kunwar's solution](#)

869.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Harsh_kunwar's solution](#)

870.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Harsh_kunwar's solution](#)

871.

279B

[Books](#) · [Tutorial](#)

Quality: 72,447 global accepts · Rating: 1400 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Harsh_kunwar's solution](#)

872.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,994 global accepts · Rating: 1400 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Harsh_kunwar's solution](#)

873.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Harsh_kunwar's solution](#)

874.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Harsh_kunwar's solution](#)

875.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

876.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Harsh_kunwar's solution](#)

877.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Harsh_kunwar's solution](#)

878.

1771B

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

Quality: 21,336 global accepts · Rating: 1400 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Harsh_kunwar's solution](#)

879.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Harsh_kunwar's solution](#)

880.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

881.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Harsh_kunwar's solution](#)

882.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

883.

2218F

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

Quality: 7,292 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[Harsh_kunwar's solution](#)

884.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[Harsh_kunwar's solution](#)

885.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Harsh_kunwar's solution](#)

886.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Harsh_kunwar's solution](#)

887.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, strings

[Harsh_kunwar's solution](#)

888.

1119C

[Rameses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Harsh_kunwar's solution](#)

889.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Harsh_kunwar's solution](#)

890.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings, two pointers

[Harsh_kunwar's solution](#)

891.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Harsh_kunwar's solution](#)

892.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Harsh_kunwar's solution](#)

893.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Harsh_kunwar's solution](#)

894.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Harsh_kunwar's solution](#)

895.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Harsh_kunwar's solution](#)

896.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Harsh_kunwar's solution](#)

897.

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-07-29 · last AC: 2025-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

898.

2075C

[Two Colors](#) · Tutorial

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[Harsh_kunwar's solution](#)

899.

2078C

[Breach of Faith](#) · Tutorial

Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[Harsh_kunwar's solution](#)

900.

2069C

[Beautiful Sequence](#) · Tutorial

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Harsh_kunwar's solution](#)

901.

2057C

[Trip to the Olympiad](#) · Tutorial

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

902.

2049C

[MEX Cycle](#) · Tutorial

Quality: 13,642 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Harsh_kunwar's solution](#)

903.

2026C

[Action Figures](#) · Tutorial

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Harsh_kunwar's solution](#)

904.

2027C

[Add Zeros](#) · Tutorial

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Harsh_kunwar's solution](#)

905.

2007C

[Dora and C++](#) · Tutorial

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

906.

1997D

[Maximize the Root](#) · Tutorial

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Harsh_kunwar's solution](#)

907.

1990C

[Mad MAD Sum](#) · Tutorial

Quality: 14,571 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Harsh_kunwar's solution](#)

908.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Harsh_kunwar's solution](#)

909.

1405C

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

Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Harsh_kunwar's solution](#)

910.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Harsh_kunwar's solution](#)

911.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Harsh_kunwar's solution](#)

912.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,990 global accepts · Rating: 1500 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

913.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2023-03-08 · last AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Harsh_kunwar's solution](#)

914.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Harsh_kunwar's solution](#)

915.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,862 global accepts · Rating: 1500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Harsh_kunwar's solution](#)

916.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[Harsh_kunwar's solution](#)

917.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Harsh_kunwar's solution](#)

918.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Harsh_kunwar's solution](#)

919.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Harsh_kunwar's solution](#)

920.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Harsh_kunwar's solution](#)

921.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 1500 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[Harsh_kunwar's solution](#)

922.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Harsh_kunwar's solution](#)

923.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Harsh_kunwar's solution](#)

924.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Harsh_kunwar's solution](#)

925.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Harsh_kunwar's solution](#)

926.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

927.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

928.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

929.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Harsh_kunwar's solution](#)

930.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,361 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Harsh_kunwar's solution](#)

931.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

932.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Harsh_kunwar's solution](#)

933.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Harsh_kunwar's solution](#)

934.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Harsh_kunwar's solution](#)

935.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,158 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Harsh_kunwar's solution](#)

936.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,468 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Harsh_kunwar's solution](#)

937.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

938.

1877D

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

Quality: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Harsh_kunwar's solution](#)

939.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Harsh_kunwar's solution](#)

940.

1490F

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

Quality: 18,387 global accepts · Rating: 1500 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Harsh_kunwar's solution](#)

941.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Harsh_kunwar's solution](#)

942.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,845 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

943.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

944.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Harsh_kunwar's solution](#)

945.

1872E

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

Quality: 21,382 global accepts · Rating: 1500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Harsh_kunwar's solution](#)

946.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Harsh_kunwar's solution](#)

947.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Harsh_kunwar's solution](#)

948.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Harsh_kunwar's solution](#)

949.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Harsh_kunwar's solution](#)

950.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,475 global accepts · Rating: 1500 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

951.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, ternary search

[Harsh_kunwar's solution](#)

952.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Harsh_kunwar's solution](#)

953.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Harsh_kunwar's solution](#)

954.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Harsh_kunwar's solution](#)

955.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Harsh_kunwar's solution](#)

956.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

957.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 1500 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Harsh_kunwar's solution](#)

958.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Harsh_kunwar's solution](#)

959.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[Harsh_kunwar's solution](#)

960.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

961.

1738C

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Quality: 12,778 global accepts · Rating: 1500 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

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962.

1389C

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Quality: 20,565 global accepts · Rating: 1500 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, two pointers

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963.

1005D

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Quality: 11,284 global accepts · Rating: 1500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[Harsh_kunwar's solution](#)

964.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Harsh_kunwar's solution](#)

965.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

966.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math

[Harsh_kunwar's solution](#)

967.

1542B

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Quality: 26,541 global accepts · Rating: 1500 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

968.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Harsh_kunwar's solution](#)

969.

1791F

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Quality: 15,530 global accepts · Rating: 1500 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
[Harsh_kunwar's solution](#)

970.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
[Harsh_kunwar's solution](#)

971.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Harsh_kunwar's solution](#)

972.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,141 global accepts · Rating: 1500 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[Harsh_kunwar's solution](#)

973.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,018 global accepts · Rating: 1500 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers
[Harsh_kunwar's solution](#)

974.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy
[Harsh_kunwar's solution](#)

975.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy
[Harsh_kunwar's solution](#)

976.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[Harsh_kunwar's solution](#)

977.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Harsh_kunwar's solution](#)

978.

1800E2

[Unforgivable Curse \(hard version\) · Tutorial](#)

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Harsh_kunwar's solution](#)

979.

1690E

[Price Maximization · Tutorial](#)

Quality: 16,989 global accepts · Rating: 1500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Harsh_kunwar's solution](#)

980.

1487D

[Pythagorean Triples · Tutorial](#)

Quality: 20,592 global accepts · Rating: 1500 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[Harsh_kunwar's solution](#)

981.

1814C

[Search in Parallel · Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Harsh_kunwar's solution](#)

982.

1811E

[Living Sequence · Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[Harsh_kunwar's solution](#)

983.

1249C2

[Good Numbers \(hard version\) · Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Harsh_kunwar's solution](#)

984.

1809C

[Sum on Subarrays · Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

985.

165B

[Burning Midnight Oil · Tutorial](#)

Quality: 22,864 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Harsh_kunwar's solution](#)

986.

1725G

[Garage · Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[Harsh_kunwar's solution](#)

987.

670D2

[Magic Powder - 2 · Tutorial](#)

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Harsh_kunwar's solution](#)

988.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Harsh_kunwar's solution](#)

989.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,761 global accepts · Rating: 1500 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Harsh_kunwar's solution](#)

990.

1538F

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

Quality: 22,216 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[Harsh_kunwar's solution](#)

991.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,586 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Harsh_kunwar's solution](#)

992.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,016 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

[Harsh_kunwar's solution](#)

993.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[Harsh_kunwar's solution](#)

994.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1600 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, sortings

[Harsh_kunwar's solution](#)

995.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, two pointers

[Harsh_kunwar's solution](#)

996.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, trees

[Harsh_kunwar's solution](#)

997.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Harsh_kunwar's solution](#)

998.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Harsh_kunwar's solution](#)

999.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Harsh_kunwar's solution](#)

1000.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, math

[Harsh_kunwar's solution](#)

1001.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Harsh_kunwar's solution](#)

1002.

774K

[Stepan and Vowels](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, strings

[Harsh_kunwar's solution](#)

1003.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,555 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

1004.

2094F

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

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

1005.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

1006.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Harsh_kunwar's solution](#)

1007.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Harsh_kunwar's solution](#)

1008.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Harsh_kunwar's solution](#)

1009.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[Harsh_kunwar's solution](#)

1010.

2065E

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

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Harsh_kunwar's solution](#)

1011.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Harsh_kunwar's solution](#)

1012.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Harsh_kunwar's solution](#)

1013.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Harsh_kunwar's solution](#)

1014.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Harsh_kunwar's solution](#)

1015.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Harsh_kunwar's solution](#)

1016.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Harsh_kunwar's solution](#)

1017.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Harsh_kunwar's solution](#)

1018.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

1019.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[Harsh_kunwar's solution](#)

1020.

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Harsh_kunwar's solution](#)

1021.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Harsh_kunwar's solution](#)

1022.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Harsh_kunwar's solution](#)

1023.

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2024-09-17 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Harsh_kunwar's solution](#)

1024.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Harsh_kunwar's solution](#)

1025.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

1026.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Harsh_kunwar's solution](#)

1027.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,782 global accepts · Rating: 1600 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees

[Harsh_kunwar's solution](#)

1028.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,755 global accepts · Rating: 1600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Harsh_kunwar's solution](#)

1029.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Harsh_kunwar's solution](#)

1030.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Harsh_kunwar's solution](#)

1031.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

1032.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Harsh_kunwar's solution](#)

1033.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

1034.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Harsh_kunwar's solution](#)

1035.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2023-10-03 · last AC: 2024-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Harsh_kunwar's solution](#)

1036.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Harsh_kunwar's solution](#)

1037.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

1038.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,702 global accepts · Rating: 1600 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Harsh_kunwar's solution](#)

1039.

1920C

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

Quality: 19,924 global accepts · Rating: 1600 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

1040.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,608 global accepts · Rating: 1600 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

1041.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Harsh_kunwar's solution](#)

1042.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,846 global accepts · Rating: 1600 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Harsh_kunwar's solution](#)

1043.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,009 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Harsh_kunwar's solution](#)

1044.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[Harsh_kunwar's solution](#)

1045.

1781C

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

Quality: 10,461 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Harsh_kunwar's solution](#)

1046.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[Harsh_kunwar's solution](#)

1047.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Harsh_kunwar's solution](#)

1048.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Harsh_kunwar's solution](#)

1049.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Harsh_kunwar's solution](#)

1050.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, number theory

[Harsh_kunwar's solution](#)

1051.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Harsh_kunwar's solution](#)

1052.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

1053.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Harsh_kunwar's solution](#)

1054.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

1055.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Harsh_kunwar's solution](#)

1056.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2023-12-21 · Kotlin 1.6 (first AC) · Tags: *special, implementation

[Harsh_kunwar's solution](#)

1057.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[Harsh_kunwar's solution](#)

1058.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Harsh_kunwar's solution](#)

1059.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[Harsh_kunwar's solution](#)

1060.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,595 global accepts · Rating: 1600 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Harsh_kunwar's solution](#)

1061.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Harsh_kunwar's solution](#)

1062.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Harsh_kunwar's solution](#)

1063.

1336A

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

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Harsh_kunwar's solution](#)

1064.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Harsh_kunwar's solution](#)

1065.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Harsh_kunwar's solution](#)

1066.

369C

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

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Harsh_kunwar's solution](#)

1067.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1068.

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Harsh_kunwar's solution](#)

1069.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,623 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

1070.

1537E1

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

Quality: 16,314 global accepts · Rating: 1600 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Harsh_kunwar's solution](#)

1071.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,799 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Harsh_kunwar's solution](#)

1072.

1255C

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

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Harsh_kunwar's solution](#)

1073.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Harsh_kunwar's solution](#)

1074.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Harsh_kunwar's solution](#)

1075.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

1076.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Harsh_kunwar's solution](#)

1077.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Harsh_kunwar's solution](#)

1078.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,672 global accepts · Rating: 1600 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Harsh_kunwar's solution](#)

1079.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

1080.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Harsh_kunwar's solution](#)

1081.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1600 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Harsh_kunwar's solution](#)

1082.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Harsh_kunwar's solution](#)

1083.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Harsh_kunwar's solution](#)

1084.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1085.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Harsh_kunwar's solution](#)

1086.

1520F1

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

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Harsh_kunwar's solution](#)

1087.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Harsh_kunwar's solution](#)

1088.

1833E

[Round Dance](#) · [Tutorial](#)

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

[Harsh_kunwar's solution](#)

1089.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[Harsh_kunwar's solution](#)

1090.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Harsh_kunwar's solution](#)

1091.

1519D

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

Quality: 17,632 global accepts · Rating: 1600 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Harsh_kunwar's solution](#)

1092.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,629 global accepts · Rating: 1600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Harsh_kunwar's solution](#)

1093.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

1094.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Harsh_kunwar's solution](#)

1095.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Harsh_kunwar's solution](#)

1096.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,986 global accepts · Rating: 1600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Harsh_kunwar's solution](#)

1097.

1342C

[Yet Another Counting Problem](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1098.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Harsh_kunwar's solution](#)

1099.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: trees

[Harsh_kunwar's solution](#)

1100.

1843E

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

Quality: 17,808 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Harsh_kunwar's solution](#)

1101.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Harsh_kunwar's solution](#)

1102.

1555D

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

Quality: 15,471 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Harsh_kunwar's solution](#)

1103.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Harsh_kunwar's solution](#)

1104.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1600 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Harsh_kunwar's solution](#)

1105.

1875D

[Jellyfish and Mex](#) · [Tutorial](#)

Quality: 11,406 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1106.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Harsh_kunwar's solution](#)

1107.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Harsh_kunwar's solution](#)

1108.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Harsh_kunwar's solution](#)

1109.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,296 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Harsh_kunwar's solution](#)

1110.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,785 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Harsh_kunwar's solution](#)

1111.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,126 global accepts · Rating: 1600 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings
[Harsh_kunwar's solution](#)

1112.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,466 global accepts · Rating: 1600 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[Harsh_kunwar's solution](#)

1113.

1775C

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

Quality: 14,212 global accepts · Rating: 1600 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[Harsh_kunwar's solution](#)

1114.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math
[Harsh_kunwar's solution](#)

1115.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,504 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Harsh_kunwar's solution](#)

1116.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[Harsh_kunwar's solution](#)

1117.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,335 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[Harsh_kunwar's solution](#)

1118.

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Harsh_kunwar's solution](#)

1119.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1120.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,724 global accepts · Rating: 1600 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1121.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Harsh_kunwar's solution](#)

1122.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Harsh_kunwar's solution](#)

1123.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Harsh_kunwar's solution](#)

1124.

1352G

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

Quality: 24,805 global accepts · Rating: 1600 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

1125.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

1126.

1526C2

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

Quality: 29,749 global accepts · Rating: 1600 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Harsh_kunwar's solution](#)

1127.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Harsh_kunwar's solution](#)

1128.

1795D

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

Quality: 13,076 global accepts · Rating: 1600 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Harsh_kunwar's solution](#)

1129.

1822E

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

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Harsh_kunwar's solution](#)

1130.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1131.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1132.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1133.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

1134.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Harsh_kunwar's solution](#)

1135.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Harsh_kunwar's solution](#)

1136.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 1600 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Harsh_kunwar's solution](#)

1137.

1802C

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

Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Harsh_kunwar's solution](#)

1138.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Harsh_kunwar's solution](#)

1139.

2201B

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

Quality: 4,959 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

1140.

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

[Harsh_kunwar's solution](#)

1141.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Harsh_kunwar's solution](#)

1142.

1579F

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

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Harsh_kunwar's solution](#)

1143.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,134 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Harsh_kunwar's solution](#)

1144.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

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1145.

2152D

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Quality: 6,759 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

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1146.

1340B

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Quality: 8,311 global accepts · Rating: 1700 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy

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1147.

1765D

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Quality: 4,863 global accepts · Rating: 1700 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, two pointers

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1148.

1772E

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Quality: 7,669 global accepts · Rating: 1700 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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1149.

1619E

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Quality: 10,207 global accepts · Rating: 1700 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

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1150.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

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1151.

1625C

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Quality: 13,292 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

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1152.

1474C

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Quality: 14,161 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

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1153.

1760G

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Quality: 10,315 global accepts · Rating: 1700 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Harsh_kunwar's solution](#)

1154.

2124D

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Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

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1155.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[Harsh_kunwar's solution](#)

1156.

1677B

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Quality: 4,550 global accepts · Rating: 1700 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

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1157.

798C

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Quality: 6,370 global accepts · Rating: 1700 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

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1158.

2110D

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Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

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1159.

2104E

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Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

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1160.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Harsh_kunwar's solution](#)

1161.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Harsh_kunwar's solution](#)

1162.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Harsh_kunwar's solution](#)

1163.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

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1164.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Harsh_kunwar's solution](#)

1165.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Harsh_kunwar's solution](#)

1166.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,665 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Harsh_kunwar's solution](#)

1167.

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Harsh_kunwar's solution](#)

1168.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, graphs, greedy, trees

[Harsh_kunwar's solution](#)

1169.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Harsh_kunwar's solution](#)

1170.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, probabilities

[Harsh_kunwar's solution](#)

1171.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Harsh_kunwar's solution](#)

1172.

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Harsh_kunwar's solution](#)

1173.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Harsh_kunwar's solution](#)

1174.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,602 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Harsh_kunwar's solution](#)

1175.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,806 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Harsh_kunwar's solution](#)

1176.

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

[Harsh_kunwar's solution](#)

1177.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

1178.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Harsh_kunwar's solution](#)

1179.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

1180.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[Harsh_kunwar's solution](#)

1181.

2030D

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Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

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1182.

1279D

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Quality: 7,293 global accepts · Rating: 1700 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Harsh_kunwar's solution](#)

1183.

1982D

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Quality: 9,770 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Harsh_kunwar's solution](#)

1184.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Harsh_kunwar's solution](#)

1185.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Harsh_kunwar's solution](#)

1186.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation

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1187.

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp,

graphs, trees

[Harsh_kunwar's solution](#)

1188.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Harsh_kunwar's solution](#)

1189.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Harsh_kunwar's solution](#)

1190.

1592C

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

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Harsh_kunwar's solution](#)

1191.

960C

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Quality: 4,108 global accepts · Rating: 1700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Harsh_kunwar's solution](#)

1192.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, strings

[Harsh_kunwar's solution](#)

1193.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Harsh_kunwar's solution](#)

1194.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Harsh_kunwar's solution](#)

1195.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[Harsh_kunwar's solution](#)

1196.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Harsh_kunwar's solution](#)

1197.

1985H1

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

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Harsh_kunwar's solution](#)

1198.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Harsh_kunwar's solution](#)

1199.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: games, math

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1200.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Harsh_kunwar's solution](#)

1201.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,573 global accepts · Rating: 1700 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Harsh_kunwar's solution](#)

1202.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Harsh_kunwar's solution](#)

1203.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, math

[Harsh_kunwar's solution](#)

1204.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,499 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Harsh_kunwar's solution](#)

1205.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Harsh_kunwar's solution](#)

1206.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Harsh_kunwar's solution](#)

1207.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Harsh_kunwar's solution](#)

1208.

1969C

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Quality: 11,498 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Harsh_kunwar's solution](#)

1209.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,490 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[Harsh_kunwar's solution](#)

1210.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Harsh_kunwar's solution](#)

1211.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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1212.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

1213.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Harsh_kunwar's solution](#)

1214.

1950F

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Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Harsh_kunwar's solution](#)

1215.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

1216.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Harsh_kunwar's solution](#)

1217.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,074 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Harsh_kunwar's solution](#)

1218.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Harsh_kunwar's solution](#)

1219.

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

[Harsh_kunwar's solution](#)

1220.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Harsh_kunwar's solution](#)

1221.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Harsh_kunwar's solution](#)

1222.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Harsh_kunwar's solution](#)

1223.

977F

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

Quality: 25,133 global accepts · Rating: 1700 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1224.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Harsh_kunwar's solution](#)

1225.

1516C

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

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Harsh_kunwar's solution](#)

1226.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Harsh_kunwar's solution](#)

1227.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

1228.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Harsh_kunwar's solution](#)

1229.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Harsh_kunwar's solution](#)

1230.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

1231.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[Harsh_kunwar's solution](#)

1232.

1538D

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

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

1233.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Harsh_kunwar's solution](#)

1234.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Harsh_kunwar's solution](#)

1235.

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

[Harsh_kunwar's solution](#)

1236.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Harsh_kunwar's solution](#)

1237.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Harsh_kunwar's solution](#)

1238.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Harsh_kunwar's solution](#)

1239.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,151 global accepts · Rating: 1700 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Harsh_kunwar's solution](#)

1240.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

1241.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Harsh_kunwar's solution](#)

1242.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

1243.

1478C

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

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings

[Harsh_kunwar's solution](#)

1244.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Harsh_kunwar's solution](#)

1245.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Harsh_kunwar's solution](#)

1246.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[Harsh_kunwar's solution](#)

1247.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Harsh_kunwar's solution](#)

1248.

1881F

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

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

[Harsh_kunwar's solution](#)

1249.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1250.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1251.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1700 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Harsh_kunwar's solution](#)

1252.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

1253.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[Harsh_kunwar's solution](#)

1254.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Harsh_kunwar's solution](#)

1255.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Harsh_kunwar's solution](#)

1256.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Harsh_kunwar's solution](#)

1257.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Harsh_kunwar's solution](#)

1258.

1868B1

[Candy Party \(Easy Version\) · Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Harsh_kunwar's solution](#)

1259.

276D

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

Quality: 16,372 global accepts · Rating: 1700 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Harsh_kunwar's solution](#)

1260.

1849D

[Array Painting · Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Harsh_kunwar's solution](#)

1261.

1777C

[Quiz Master · Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Harsh_kunwar's solution](#)

1262.

1770C

[Koxia and Number Theory · Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Harsh_kunwar's solution](#)

1263.

1826D

[Running Miles · Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-06 · last AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Harsh_kunwar's solution](#)

1264.

1462E2

[Close Tuples \(hard version\) · Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Harsh_kunwar's solution](#)

1265.

1822G1

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

Quality: 9,478 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[Harsh_kunwar's solution](#)

1266.

758C

[Unfair Poll · Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Harsh_kunwar's solution](#)

1267.

1814B

[Long Legs · Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Harsh_kunwar's solution](#)

1268.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Harsh_kunwar's solution](#)

1269.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Harsh_kunwar's solution](#)

1270.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

1271.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Harsh_kunwar's solution](#)

1272.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,326 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

1273.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Harsh_kunwar's solution](#)

1274.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,595 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

[Harsh_kunwar's solution](#)

1275.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Harsh_kunwar's solution](#)

1276.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Harsh_kunwar's solution](#)

1277.

2179E

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

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Harsh_kunwar's solution](#)

1278.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,972 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Harsh_kunwar's solution](#)

1279.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[Harsh_kunwar's solution](#)

1280.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[Harsh_kunwar's solution](#)

1281.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Harsh_kunwar's solution](#)

1282.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Harsh_kunwar's solution](#)

1283.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 1800 · first AC: 2025-10-01 · last AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Harsh_kunwar's solution](#)

1284.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Harsh_kunwar's solution](#)

1285.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Harsh_kunwar's solution](#)

1286.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Harsh_kunwar's solution](#)

1287.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Harsh_kunwar's solution](#)

1288.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Harsh_kunwar's solution](#)

1289.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

1290.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Harsh_kunwar's solution](#)

1291.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings

[Harsh_kunwar's solution](#)

1292.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,126 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Harsh_kunwar's solution](#)

1293.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Harsh_kunwar's solution](#)

1294.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Harsh_kunwar's solution](#)

1295.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[Harsh_kunwar's solution](#)

1296.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Harsh_kunwar's solution](#)

1297.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Harsh_kunwar's solution](#)

1298.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Harsh_kunwar's solution](#)

1299.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Harsh_kunwar's solution](#)

1300.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[Harsh_kunwar's solution](#)

1301.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Harsh_kunwar's solution](#)

1302.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Harsh_kunwar's solution](#)

1303.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

1304.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 1800 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, two pointers

[Harsh_kunwar's solution](#)

1305.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Harsh_kunwar's solution](#)

1306.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Harsh_kunwar's solution](#)

1307.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[Harsh_kunwar's solution](#)

1308.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Harsh_kunwar's solution](#)

1309.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Harsh_kunwar's solution](#)

1310.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Harsh_kunwar's solution](#)

1311.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Harsh_kunwar's solution](#)

1312.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2025-01-28 · last AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Harsh_kunwar's solution](#)

1313.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[Harsh_kunwar's solution](#)

1314.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Harsh_kunwar's solution](#)

1315.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,244 global accepts · Rating: 1800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Harsh_kunwar's solution](#)

1316.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Harsh_kunwar's solution](#)

1317.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Harsh_kunwar's solution](#)

1318.

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

[Harsh_kunwar's solution](#)

1319.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

1320.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Harsh_kunwar's solution](#)

1321.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Harsh_kunwar's solution](#)

1322.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Harsh_kunwar's solution](#)

1323.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

1324.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Harsh_kunwar's solution](#)

1325.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Harsh_kunwar's solution](#)

1326.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp

[Harsh_kunwar's solution](#)

1327.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Harsh_kunwar's solution](#)

1328.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Harsh_kunwar's solution](#)

1329.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Harsh_kunwar's solution](#)

1330.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,890 global accepts · Rating: 1800 · first AC: 2024-06-26 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[Harsh_kunwar's solution](#)

1331.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Harsh_kunwar's solution](#)

1332.

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

[Harsh_kunwar's solution](#)

1333.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Harsh_kunwar's solution](#)

1334.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Harsh_kunwar's solution](#)

1335.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1336.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Harsh_kunwar's solution](#)

1337.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Harsh_kunwar's solution](#)

1338.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Harsh_kunwar's solution](#)

1339.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Harsh_kunwar's solution](#)

1340.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1341.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1342.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Harsh_kunwar's solution](#)

1343.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Harsh_kunwar's solution](#)

1344.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Harsh_kunwar's solution](#)

1345.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Harsh_kunwar's solution](#)

1346.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Harsh_kunwar's solution](#)

1347.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Harsh_kunwar's solution](#)

1348.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[Harsh_kunwar's solution](#)

1349.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[Harsh_kunwar's solution](#)

1350.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,182 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Harsh_kunwar's solution](#)

1351.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Harsh_kunwar's solution](#)

1352.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Harsh_kunwar's solution](#)

1353.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1800 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Harsh_kunwar's solution](#)

1354.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Harsh_kunwar's solution](#)

1355.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Harsh_kunwar's solution](#)

1356.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,428 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Harsh_kunwar's solution](#)

1357.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, sortings

[Harsh_kunwar's solution](#)

1358.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math

[Harsh_kunwar's solution](#)

1359.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math

[Harsh_kunwar's solution](#)

1360.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

1361.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[Harsh_kunwar's solution](#)

1362.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Harsh_kunwar's solution](#)

1363.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Harsh_kunwar's solution](#)

1364.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Harsh_kunwar's solution](#)

1365.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

1366.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1367.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

1368.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,045 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[Harsh_kunwar's solution](#)

1369.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Harsh_kunwar's solution](#)

1370.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Harsh_kunwar's solution](#)

1371.

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

[Harsh_kunwar's solution](#)

1372.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Harsh_kunwar's solution](#)

1373.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,619 global accepts · Rating: 1800 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Harsh_kunwar's solution](#)

1374.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Harsh_kunwar's solution](#)

1375.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Harsh_kunwar's solution](#)

1376.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Harsh_kunwar's solution](#)

1377.

1904D2

[Set To Max \(Hard Version\) · Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

1378.

1907F

[Shift and Reverse · Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

1379.

1255E1

[Send Boxes to Alice \(Easy Version\) · Tutorial](#)

Rating: 1800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Harsh_kunwar's solution](#)

1380.

584D

[Dima and Lisa · Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

1381.

1030D

[Vasya and Triangle · Tutorial](#)

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, number theory

[Harsh_kunwar's solution](#)

1382.

1861D

[Sorting By Multiplication · Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Harsh_kunwar's solution](#)

1383.

1666C

[Connect the Points · Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Harsh_kunwar's solution](#)

1384.

1466E

[Apollo versus Pan · Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math

[Harsh_kunwar's solution](#)

1385.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\) · Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Harsh_kunwar's solution](#)

1386.

1859D

[Andrey and Escape from Capygrad · Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Harsh_kunwar's solution](#)

1387.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Harsh_kunwar's solution](#)

1388.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Harsh_kunwar's solution](#)

1389.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1390.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[Harsh_kunwar's solution](#)

1391.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Harsh_kunwar's solution](#)

1392.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Harsh_kunwar's solution](#)

1393.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,595 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

1394.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Harsh_kunwar's solution](#)

1395.

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

[Harsh_kunwar's solution](#)

1396.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,465 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Harsh_kunwar's solution](#)

1397.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1398.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Harsh_kunwar's solution](#)

1399.

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

[Harsh_kunwar's solution](#)

1400.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Harsh_kunwar's solution](#)

1401.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Harsh_kunwar's solution](#)

1402.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[Harsh_kunwar's solution](#)

1403.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, interactive, math

[Harsh_kunwar's solution](#)

1404.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Harsh_kunwar's solution](#)

1405.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Harsh_kunwar's solution](#)

1406.

2138B

[Antiamny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Harsh_kunwar's solution](#)

1407.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, shortest paths, two pointers

[Harsh_kunwar's solution](#)

1408.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Harsh_kunwar's solution](#)

1409.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Harsh_kunwar's solution](#)

1410.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Harsh_kunwar's solution](#)

1411.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Harsh_kunwar's solution](#)

1412.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Harsh_kunwar's solution](#)

1413.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, sortings

[Harsh_kunwar's solution](#)

1414.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[Harsh_kunwar's solution](#)

1415.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Harsh_kunwar's solution](#)

1416.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Harsh_kunwar's solution](#)

1417.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Harsh_kunwar's solution](#)

1418.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[Harsh_kunwar's solution](#)

1419.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Harsh_kunwar's solution](#)

1420.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[Harsh_kunwar's solution](#)

1421.

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,573 global accepts · Rating: 1900 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy
[Harsh_kunwar's solution](#)

1422.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[Harsh_kunwar's solution](#)

1423.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1900 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[Harsh_kunwar's solution](#)

1424.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[Harsh_kunwar's solution](#)

1425.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[Harsh_kunwar's solution](#)

1426.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings
[Harsh_kunwar's solution](#)

1427.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Harsh_kunwar's solution](#)

1428.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Harsh_kunwar's solution](#)

1429.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Harsh_kunwar's solution](#)

1430.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[Harsh_kunwar's solution](#)

1431.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Harsh_kunwar's solution](#)

1432.

2090E1

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

Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, two pointers

[Harsh_kunwar's solution](#)

1433.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Harsh_kunwar's solution](#)

1434.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2025-03-18 · last AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Harsh_kunwar's solution](#)

1435.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Harsh_kunwar's solution](#)

1436.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[Harsh_kunwar's solution](#)

1437.

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Harsh_kunwar's solution](#)

1438.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

1439.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[Harsh_kunwar's solution](#)

1440.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Harsh_kunwar's solution](#)

1441.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,173 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Harsh_kunwar's solution](#)

1442.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Harsh_kunwar's solution](#)

1443.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Harsh_kunwar's solution](#)

1444.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[Harsh_kunwar's solution](#)

1445.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Harsh_kunwar's solution](#)

1446.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,313 global accepts · Rating: 1900 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings

[Harsh_kunwar's solution](#)

1447.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2025-01-30 · last AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Harsh_kunwar's solution](#)

1448.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Harsh_kunwar's solution](#)

1449.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2024-12-29 · last AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Harsh_kunwar's solution](#)

1450.

1092F

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

Quality: 10,846 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Harsh_kunwar's solution](#)

1451.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Harsh_kunwar's solution](#)

1452.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Harsh_kunwar's solution](#)

1453.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Harsh_kunwar's solution](#)

1454.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Harsh_kunwar's solution](#)

1455.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, strings

[Harsh_kunwar's solution](#)

1456.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data

structures, implementation

[Harsh_kunwar's solution](#)

1457.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings

[Harsh_kunwar's solution](#)

1458.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Harsh_kunwar's solution](#)

1459.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

1460.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Harsh_kunwar's solution](#)

1461.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Harsh_kunwar's solution](#)

1462.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,022 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Harsh_kunwar's solution](#)

1463.

1197D

[Yet Another Subarray Problem](#) · [Tutorial](#)

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Harsh_kunwar's solution](#)

1464.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Harsh_kunwar's solution](#)

1465.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Harsh_kunwar's solution](#)

1466.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Harsh_kunwar's solution](#)

1467.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Harsh_kunwar's solution](#)

1468.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Harsh_kunwar's solution](#)

1469.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Harsh_kunwar's solution](#)

1470.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Harsh_kunwar's solution](#)

1471.

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Harsh_kunwar's solution](#)

1472.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Harsh_kunwar's solution](#)

1473.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1474.

2009G1

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

Quality: 5,369 global accepts · Rating: 1900 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Harsh_kunwar's solution](#)

1475.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Harsh_kunwar's solution](#)

1476.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Harsh_kunwar's solution](#)

1477.

1547F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Harsh_kunwar's solution](#)

1478.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,435 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Harsh_kunwar's solution](#)

1479.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[Harsh_kunwar's solution](#)

1480.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[Harsh_kunwar's solution](#)

1481.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[Harsh_kunwar's solution](#)

1482.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Harsh_kunwar's solution](#)

1483.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Harsh_kunwar's solution](#)

1484.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

1485.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[Harsh_kunwar's solution](#)

1486.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Harsh_kunwar's solution](#)

1487.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Harsh_kunwar's solution](#)

1488.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Harsh_kunwar's solution](#)

1489.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Harsh_kunwar's solution](#)

1490.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Harsh_kunwar's solution](#)

1491.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Harsh_kunwar's solution](#)

1492.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Harsh_kunwar's solution](#)

1493.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · last AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Harsh_kunwar's solution](#)

1494.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Harsh_kunwar's solution](#)

1495.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Harsh_kunwar's solution](#)

1496.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Harsh_kunwar's solution](#)

1497.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Harsh_kunwar's solution](#)

1498.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Harsh_kunwar's solution](#)

1499.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1900 · first AC: 2024-02-18 · last AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[Harsh_kunwar's solution](#)

1500.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Harsh_kunwar's solution](#)

1501.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,390 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Harsh_kunwar's solution](#)

1502.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Harsh_kunwar's solution](#)

1503.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Harsh_kunwar's solution](#)

1504.

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

[Harsh_kunwar's solution](#)

1505.

1914F

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

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

[Harsh_kunwar's solution](#)

1506.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,633 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

1507.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, trees

[Harsh_kunwar's solution](#)

1508.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-18 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Harsh_kunwar's solution](#)

1509.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, sortings

[Harsh_kunwar's solution](#)

1510.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Harsh_kunwar's solution](#)

1511.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Harsh_kunwar's solution](#)

1512.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Harsh_kunwar's solution](#)

1513.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1900 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Harsh_kunwar's solution](#)

1514.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Harsh_kunwar's solution](#)

1515.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

1516.

1878F

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

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

1517.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Harsh_kunwar's solution](#)

1518.

1855C2

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

Rating: 1900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

1519.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

1520.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Harsh_kunwar's solution](#)

1521.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Harsh_kunwar's solution](#)

1522.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Harsh_kunwar's solution](#)

1523.

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

[Harsh_kunwar's solution](#)

1524.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Harsh_kunwar's solution](#)

1525.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Harsh_kunwar's solution](#)

1526.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

math, number theory

[Harsh_kunwar's solution](#)

1527.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Harsh_kunwar's solution](#)

1528.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Harsh_kunwar's solution](#)

1529.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Harsh_kunwar's solution](#)

1530.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Harsh_kunwar's solution](#)

1531.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Harsh_kunwar's solution](#)

1532.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Harsh_kunwar's solution](#)

1533.

1988D

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

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Harsh_kunwar's solution](#)

1534.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Harsh_kunwar's solution](#)

1535.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Harsh_kunwar's solution](#)

1536.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Harsh_kunwar's solution](#)

1537.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Harsh_kunwar's solution](#)

1538.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 2000 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1539.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Harsh_kunwar's solution](#)

1540.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Harsh_kunwar's solution](#)

1541.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Harsh_kunwar's solution](#)

1542.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Harsh_kunwar's solution](#)

1543.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[Harsh_kunwar's solution](#)

1544.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Harsh_kunwar's solution](#)

1545.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, hashing, strings

[Harsh_kunwar's solution](#)

1546.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Harsh_kunwar's solution](#)

1547.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Harsh_kunwar's solution](#)

1548.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Harsh_kunwar's solution](#)

1549.

1142B

[Lynryd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Harsh_kunwar's solution](#)

1550.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Harsh_kunwar's solution](#)

1551.

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, trees

[Harsh_kunwar's solution](#)

1552.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Harsh_kunwar's solution](#)

1553.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · last AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Harsh_kunwar's solution](#)

1554.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, number theory

[Harsh_kunwar's solution](#)

1555.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[Harsh_kunwar's solution](#)

1556.

749D

[Leaving Auction](#) · Tutorial

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Harsh_kunwar's solution](#)

1557.

2061E

[Kevin and And](#) · Tutorial

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Harsh_kunwar's solution](#)

1558.

2062E1

[The Game \(Easy Version\)](#) · Tutorial

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Harsh_kunwar's solution](#)

1559.

2057D

[Gifts Order](#) · Tutorial

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Harsh_kunwar's solution](#)

1560.

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Harsh_kunwar's solution](#)

1561.

1632D

[New Year Concert](#) · Tutorial

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2025-01-03 · last AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Harsh_kunwar's solution](#)

1562.

383C

[Propagating tree](#) · Tutorial

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Harsh_kunwar's solution](#)

1563.

965C

[Greedy Arkady](#) · Tutorial

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

1564.

1156C

[Match Points](#) · Tutorial

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Harsh_kunwar's solution](#)

1565.

1082E

[Increasing Frequency](#) · Tutorial

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Harsh_kunwar's solution](#)

1566.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

1567.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

1568.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Harsh_kunwar's solution](#)

1569.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Harsh_kunwar's solution](#)

1570.

803F

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

Quality: 4,640 global accepts · Rating: 2000 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[Harsh_kunwar's solution](#)

1571.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

1572.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Harsh_kunwar's solution](#)

1573.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Harsh_kunwar's solution](#)

1574.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Harsh_kunwar's solution](#)

1575.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, dp, graphs, greedy, implementation, ternary search

[Harsh_kunwar's solution](#)

1576.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Harsh_kunwar's solution](#)

1577.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

1578.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,158 global accepts · Rating: 2000 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Harsh_kunwar's solution](#)

1579.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Harsh_kunwar's solution](#)

1580.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Harsh_kunwar's solution](#)

1581.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

1582.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Harsh_kunwar's solution](#)

1583.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[Harsh_kunwar's solution](#)

1584.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[Harsh_kunwar's solution](#)

1585.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Harsh_kunwar's solution](#)

1586.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

[Harsh_kunwar's solution](#)

1587.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures

[Harsh_kunwar's solution](#)

1588.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[Harsh_kunwar's solution](#)

1589.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp

[Harsh_kunwar's solution](#)

1590.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Harsh_kunwar's solution](#)

1591.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,874 global accepts · Rating: 2000 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Harsh_kunwar's solution](#)

1592.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Harsh_kunwar's solution](#)

1593.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Harsh_kunwar's solution](#)

1594.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Harsh_kunwar's solution](#)

1595.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Harsh_kunwar's solution](#)

1596.

2014F

[Sheriff's Defense](#) · Tutorial

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Harsh_kunwar's solution](#)

1597.

1513D

[GCD and MST](#) · Tutorial

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Harsh_kunwar's solution](#)

1598.

1536D

[Omkar and Medians](#) · Tutorial

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Harsh_kunwar's solution](#)

1599.

474E

[Pillars](#) · Tutorial

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Harsh_kunwar's solution](#)

1600.

1796D

[Maximum Subarray](#) · Tutorial

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Harsh_kunwar's solution](#)

1601.

797E

[Array Queries](#) · Tutorial

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Harsh_kunwar's solution](#)

1602.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Harsh_kunwar's solution](#)

1603.

629D

[Babaei and Birthday Cake](#) · Tutorial

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Harsh_kunwar's solution](#)

1604.

487B

[Strip](#) · Tutorial

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Harsh_kunwar's solution](#)

1605.

1994E

[Wooden Game](#) · Tutorial

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Harsh_kunwar's solution](#)

1606.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Harsh_kunwar's solution](#)

1607.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Harsh_kunwar's solution](#)

1608.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Harsh_kunwar's solution](#)

1609.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[Harsh_kunwar's solution](#)

1610.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[Harsh_kunwar's solution](#)

1611.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Harsh_kunwar's solution](#)

1612.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,608 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Harsh_kunwar's solution](#)

1613.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Harsh_kunwar's solution](#)

1614.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Harsh_kunwar's solution](#)

1615.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

bitmasks, brute force, dp, graphs

[Harsh_kunwar's solution](#)

1616.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Harsh_kunwar's solution](#)

1617.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Harsh_kunwar's solution](#)

1618.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

1619.

1894E

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

Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Harsh_kunwar's solution](#)

1620.

1506G

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

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Harsh_kunwar's solution](#)

1621.

1974G

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

Quality: 5,895 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Harsh_kunwar's solution](#)

1622.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Harsh_kunwar's solution](#)

1623.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

1624.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[Harsh_kunwar's solution](#)

1625.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[Harsh_kunwar's solution](#)

1626.

1944D

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

Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[Harsh_kunwar's solution](#)

1627.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Harsh_kunwar's solution](#)

1628.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Harsh_kunwar's solution](#)

1629.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Harsh_kunwar's solution](#)

1630.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2000 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Harsh_kunwar's solution](#)

1631.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Harsh_kunwar's solution](#)

1632.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Harsh_kunwar's solution](#)

1633.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Harsh_kunwar's solution](#)

1634.

1881G

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

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

[Harsh_kunwar's solution](#)

1635.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Harsh_kunwar's solution](#)

1636.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Harsh_kunwar's solution](#)

1637.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Harsh_kunwar's solution](#)

1638.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Harsh_kunwar's solution](#)

1639.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Harsh_kunwar's solution](#)

1640.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Harsh_kunwar's solution](#)

1641.

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

[Harsh_kunwar's solution](#)

1642.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, probabilities

[Harsh_kunwar's solution](#)

1643.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

1644.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Harsh_kunwar's solution](#)

1645.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Harsh_kunwar's solution](#)

1646.

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

[Harsh_kunwar's solution](#)

1647.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Harsh_kunwar's solution](#)

1648.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Harsh_kunwar's solution](#)

1649.

1869D2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Harsh_kunwar's solution](#)

1650.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Harsh_kunwar's solution](#)

1651.

2107D

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

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Harsh_kunwar's solution](#)

1652.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Harsh_kunwar's solution](#)

1653.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2100 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[Harsh_kunwar's solution](#)

1654.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Harsh_kunwar's solution](#)

1655.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[Harsh_kunwar's solution](#)

1656.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · last AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

1657.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Harsh_kunwar's solution](#)

1658.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Harsh_kunwar's solution](#)

1659.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Harsh_kunwar's solution](#)

1660.

540E

[Infinite Inversions](#) · [Tutorial](#)

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Harsh_kunwar's solution](#)

1661.

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Harsh_kunwar's solution](#)

1662.

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[Harsh_kunwar's solution](#)

1663.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2025-06-16 · last AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

1664.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2025-06-11 · last AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Harsh_kunwar's solution](#)

1665.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings

[Harsh_kunwar's solution](#)

1666.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[Harsh_kunwar's solution](#)

1667.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Harsh_kunwar's solution](#)

1668.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[Harsh_kunwar's solution](#)

1669.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, shortest paths

[Harsh_kunwar's solution](#)

1670.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Harsh_kunwar's solution](#)

1671.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,645 global accepts · Rating: 2100 · first AC: 2025-06-04 · last AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Harsh_kunwar's solution](#)

1672.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1673.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Harsh_kunwar's solution](#)

1674.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory

[Harsh_kunwar's solution](#)

1675.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Harsh_kunwar's solution](#)

1676.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, interactive, math

[Harsh_kunwar's solution](#)

1677.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Harsh_kunwar's solution](#)

1678.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[Harsh_kunwar's solution](#)

1679.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Harsh_kunwar's solution](#)

1680.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Harsh_kunwar's solution](#)

1681.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Harsh_kunwar's solution](#)

1682.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Harsh_kunwar's solution](#)

1683.

1811F

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Quality: 2,168 global accepts · Rating: 2100 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Harsh_kunwar's solution](#)

1684.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Harsh_kunwar's solution](#)

1685.

1167E

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Quality: 2,924 global accepts · Rating: 2100 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Harsh_kunwar's solution](#)

1686.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
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1687.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
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1688.

960F

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Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs
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1689.

1370E

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Quality: 5,220 global accepts · Rating: 2100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[Harsh_kunwar's solution](#)

1690.

1884D

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Quality: 4,057 global accepts · Rating: 2100 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
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1691.

1593F

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Quality: 2,657 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle
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1692.

1863E

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Quality: 3,193 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
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1693.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
[Harsh_kunwar's solution](#)

1694.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory
[Harsh_kunwar's solution](#)

1695.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
[Harsh_kunwar's solution](#)

1696.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Harsh_kunwar's solution](#)

1697.

1207F

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Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Harsh_kunwar's solution](#)

1698.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Harsh_kunwar's solution](#)

1699.

1998D

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Quality: 4,095 global accepts · Rating: 2100 · first AC: 2025-04-04 · last AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Harsh_kunwar's solution](#)

1700.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Harsh_kunwar's solution](#)

1701.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Harsh_kunwar's solution](#)

1702.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Harsh_kunwar's solution](#)

1703.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[Harsh_kunwar's solution](#)

1704.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[Harsh_kunwar's solution](#)

1705.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2100 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar,

math, number theory, trees

[Harsh_kunwar's solution](#)

1706.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Harsh_kunwar's solution](#)

1707.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,889 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Harsh_kunwar's solution](#)

1708.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Harsh_kunwar's solution](#)

1709.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Harsh_kunwar's solution](#)

1710.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2024-12-30 · last AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, strings

[Harsh_kunwar's solution](#)

1711.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Harsh_kunwar's solution](#)

1712.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Harsh_kunwar's solution](#)

1713.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Harsh_kunwar's solution](#)

1714.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math, number theory, trees

[Harsh_kunwar's solution](#)

1715.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Harsh_kunwar's solution](#)

1716.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Harsh_kunwar's solution](#)

1717.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-12-06 · last AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[Harsh_kunwar's solution](#)

1718.

632D

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

Quality: 4,588 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Harsh_kunwar's solution](#)

1719.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Harsh_kunwar's solution](#)

1720.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,530 global accepts · Rating: 2100 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, trees, two pointers

[Harsh_kunwar's solution](#)

1721.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

1722.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Harsh_kunwar's solution](#)

1723.

1626D

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

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Harsh_kunwar's solution](#)

1724.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Harsh_kunwar's solution](#)

1725.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Harsh_kunwar's solution](#)

1726.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1727.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Harsh_kunwar's solution](#)

1728.

1493D

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Quality: 5,743 global accepts · Rating: 2100 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Harsh_kunwar's solution](#)

1729.

2005E1

[Subtriangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-15 · last AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Harsh_kunwar's solution](#)

1730.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Harsh_kunwar's solution](#)

1731.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Harsh_kunwar's solution](#)

1732.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Harsh_kunwar's solution](#)

1733.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Harsh_kunwar's solution](#)

1734.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Harsh_kunwar's solution](#)

1735.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Harsh_kunwar's solution](#)

1736.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Harsh_kunwar's solution](#)

1737.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Harsh_kunwar's solution](#)

1738.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Harsh_kunwar's solution](#)

1739.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Harsh_kunwar's solution](#)

1740.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Harsh_kunwar's solution](#)

1741.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Harsh_kunwar's solution](#)

1742.

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Harsh_kunwar's solution](#)

1743.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Harsh_kunwar's solution](#)

1744.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,781 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[Harsh_kunwar's solution](#)

1745.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2025-12-25 · last AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Harsh_kunwar's solution](#)

1746.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Harsh_kunwar's solution](#)

1747.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-25 · last AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

1748.

1333F

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

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Harsh_kunwar's solution](#)

1749.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · last AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Harsh_kunwar's solution](#)

1750.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Harsh_kunwar's solution](#)

1751.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[Harsh_kunwar's solution](#)

1752.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, trees

[Harsh_kunwar's solution](#)

1753.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Harsh_kunwar's solution](#)

1754.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Harsh_kunwar's solution](#)

1755.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[Harsh_kunwar's solution](#)

1756.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Harsh_kunwar's solution](#)

1757.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2025-09-01 · PyPy 3-64 (first AC) · Tags: data structures, math

[Harsh_kunwar's solution](#)

1758.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Harsh_kunwar's solution](#)

1759.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Harsh_kunwar's solution](#)

1760.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Harsh_kunwar's solution](#)

1761.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Harsh_kunwar's solution](#)

1762.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers

[Harsh_kunwar's solution](#)

1763.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Harsh_kunwar's solution](#)

1764.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Harsh_kunwar's solution](#)

1765.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Harsh_kunwar's solution](#)

1766.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Harsh_kunwar's solution](#)

1767.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Harsh_kunwar's solution](#)

1768.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[Harsh_kunwar's solution](#)

1769.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Harsh_kunwar's solution](#)

1770.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Harsh_kunwar's solution](#)

1771.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Harsh_kunwar's solution](#)

1772.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Harsh_kunwar's solution](#)

1773.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Harsh_kunwar's solution](#)

1774.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Harsh_kunwar's solution](#)

1775.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2025-06-30 · last AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Harsh_kunwar's solution](#)

1776.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Harsh_kunwar's solution](#)

1777.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2025-06-30 · last AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Harsh_kunwar's solution](#)

1778.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Harsh_kunwar's solution](#)

1779.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[Harsh_kunwar's solution](#)

1780.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search

[Harsh_kunwar's solution](#)

1781.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1782.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2025-06-26 · last AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Harsh_kunwar's solution](#)

1783.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Harsh_kunwar's solution](#)

1784.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Harsh_kunwar's solution](#)

1785.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[Harsh_kunwar's solution](#)

1786.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Harsh_kunwar's solution](#)

1787.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Harsh_kunwar's solution](#)

1788.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Harsh_kunwar's solution](#)

1789.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Harsh_kunwar's solution](#)

1790.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2025-06-19 · last AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Harsh_kunwar's solution](#)

1791.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Harsh_kunwar's solution](#)

1792.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[Harsh_kunwar's solution](#)

1793.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Harsh_kunwar's solution](#)

1794.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Harsh_kunwar's solution](#)

1795.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Harsh_kunwar's solution](#)

1796.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Harsh_kunwar's solution](#)

1797.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, number theory

[Harsh_kunwar's solution](#)

1798.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Harsh_kunwar's solution](#)

1799.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Harsh_kunwar's solution](#)

1800.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Harsh_kunwar's solution](#)

1801.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Harsh_kunwar's solution](#)

1802.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Harsh_kunwar's solution](#)

1803.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Harsh_kunwar's solution](#)

1804.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Harsh_kunwar's solution](#)

1805.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[Harsh_kunwar's solution](#)

1806.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp

[Harsh_kunwar's solution](#)

1807.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

1808.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Harsh_kunwar's solution](#)

1809.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Harsh_kunwar's solution](#)

1810.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[Harsh_kunwar's solution](#)

1811.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1812.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[Harsh_kunwar's solution](#)

1813.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Harsh_kunwar's solution](#)

1814.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1815.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Harsh_kunwar's solution](#)

1816.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[Harsh_kunwar's solution](#)

1817.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math

[Harsh_kunwar's solution](#)

1818.

2013E

[Prefix GCD](#) · [Tutorial](#)

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

[Harsh_kunwar's solution](#)

1819.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Harsh_kunwar's solution](#)

1820.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Harsh_kunwar's solution](#)

1821.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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1822.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Harsh_kunwar's solution](#)

1823.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Harsh_kunwar's solution](#)

1824.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Harsh_kunwar's solution](#)

1825.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Harsh_kunwar's solution](#)

1826.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Harsh_kunwar's solution](#)

1827.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Harsh_kunwar's solution](#)

1828.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[Harsh_kunwar's solution](#)

1829.

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

[Harsh_kunwar's solution](#)

1830.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[Harsh_kunwar's solution](#)

1831.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, math

[Harsh_kunwar's solution](#)

1832.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Harsh_kunwar's solution](#)

1833.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Harsh_kunwar's solution](#)

1834.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Harsh_kunwar's solution](#)

1835.

1610E

[AmShZ and G.O.A.T. · Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Harsh_kunwar's solution](#)

1836.

1584E

[Game with Stones · Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy

[Harsh_kunwar's solution](#)

1837.

2146E

[Yet Another MEX Problem · Tutorial](#)

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Harsh_kunwar's solution](#)

1838.

2159C

[Twin Polynomials · Tutorial](#)

Quality: 1,695 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Harsh_kunwar's solution](#)

1839.

1575I

[Illusions of the Desert · Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Harsh_kunwar's solution](#)

1840.

1276C

[Beautiful Rectangle · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Harsh_kunwar's solution](#)

1841.

825E

[Minimal Labels · Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Harsh_kunwar's solution](#)

1842.

1601C

[Optimal Insertion · Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Harsh_kunwar's solution](#)

1843.

1988E

[Range Minimum Sum · Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Harsh_kunwar's solution](#)

1844.

2134D

[Sliding Tree · Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, greedy, implementation, trees

[Harsh_kunwar's solution](#)

1845.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Harsh_kunwar's solution](#)

1846.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[Harsh_kunwar's solution](#)

1847.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Harsh_kunwar's solution](#)

1848.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Harsh_kunwar's solution](#)

1849.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Harsh_kunwar's solution](#)

1850.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Harsh_kunwar's solution](#)

1851.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Harsh_kunwar's solution](#)

1852.

1042E

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

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Harsh_kunwar's solution](#)

1853.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Harsh_kunwar's solution](#)

1854.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Harsh_kunwar's solution](#)

1855.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Harsh_kunwar's solution](#)

1856.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[Harsh_kunwar's solution](#)

1857.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Harsh_kunwar's solution](#)

1858.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Harsh_kunwar's solution](#)

1859.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Harsh_kunwar's solution](#)

1860.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Harsh_kunwar's solution](#)

1861.

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Harsh_kunwar's solution](#)

1862.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Harsh_kunwar's solution](#)

1863.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Harsh_kunwar's solution](#)

1864.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Harsh_kunwar's solution](#)

1865.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Harsh_kunwar's solution](#)

1866.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Harsh_kunwar's solution](#)

1867.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Harsh_kunwar's solution](#)

1868.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Harsh_kunwar's solution](#)

1869.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[Harsh_kunwar's solution](#)

1870.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Harsh_kunwar's solution](#)

1871.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Harsh_kunwar's solution](#)

1872.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Harsh_kunwar's solution](#)

1873.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[Harsh_kunwar's solution](#)

1874.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Harsh_kunwar's solution](#)

1875.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Harsh_kunwar's solution](#)

1876.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Harsh_kunwar's solution](#)

1877.

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

[Harsh_kunwar's solution](#)

1878.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Harsh_kunwar's solution](#)

1879.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Harsh_kunwar's solution](#)

1880.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Harsh_kunwar's solution](#)

1881.

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

[Harsh_kunwar's solution](#)

1882.

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[Harsh_kunwar's solution](#)

1883.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[Harsh_kunwar's solution](#)

1884.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Harsh_kunwar's solution](#)

1885.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Harsh_kunwar's solution](#)

1886.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Harsh_kunwar's solution](#)

1887.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-06-07 · last AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Harsh_kunwar's solution](#)

1888.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Harsh_kunwar's solution](#)

1889.

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Harsh_kunwar's solution](#)

1890.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Harsh_kunwar's solution](#)

1891.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · last AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Harsh_kunwar's solution](#)

1892.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

1893.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Harsh_kunwar's solution](#)

1894.

1981D

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

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Harsh_kunwar's solution](#)

1895.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Harsh_kunwar's solution](#)

1896.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[Harsh_kunwar's solution](#)

1897.

1925F

[Fractal Origami](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Harsh_kunwar's solution](#)

1898.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Harsh_kunwar's solution](#)

1899.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Harsh_kunwar's solution](#)

1900.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Harsh_kunwar's solution](#)

1901.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Harsh_kunwar's solution](#)

1902.

1859E

[Maximum Monogosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Harsh_kunwar's solution](#)

1903.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Harsh_kunwar's solution](#)

1904.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Harsh_kunwar's solution](#)

1905.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Harsh_kunwar's solution](#)

1906.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Harsh_kunwar's solution](#)

1907.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Harsh_kunwar's solution](#)

1908.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2025-09-29 · last AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Harsh_kunwar's solution](#)

1909.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Harsh_kunwar's solution](#)

1910.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Harsh_kunwar's solution](#)

1911.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

1912.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Harsh_kunwar's solution](#)

1913.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math,

number theory, two pointers

[Harsh_kunwar's solution](#)

1914.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Harsh_kunwar's solution](#)

1915.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Harsh_kunwar's solution](#)

1916.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Harsh_kunwar's solution](#)

1917.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Harsh_kunwar's solution](#)

1918.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-13 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Harsh_kunwar's solution](#)

1919.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Harsh_kunwar's solution](#)

1920.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[Harsh_kunwar's solution](#)

1921.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Harsh_kunwar's solution](#)

1922.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Harsh_kunwar's solution](#)

1923.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Harsh_kunwar's solution](#)

1924.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Harsh_kunwar's solution](#)

1925.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Harsh_kunwar's solution](#)

1926.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Harsh_kunwar's solution](#)

1927.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Harsh_kunwar's solution](#)

1928.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Harsh_kunwar's solution](#)

1929.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Harsh_kunwar's solution](#)

1930.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Harsh_kunwar's solution](#)

1931.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Harsh_kunwar's solution](#)

1932.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

games, interactive, math

[Harsh_kunwar's solution](#)

1933.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2025-06-06 · last AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Harsh_kunwar's solution](#)

1934.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Harsh_kunwar's solution](#)

1935.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Harsh_kunwar's solution](#)

1936.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Harsh_kunwar's solution](#)

1937.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[Harsh_kunwar's solution](#)

1938.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[Harsh_kunwar's solution](#)

1939.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Harsh_kunwar's solution](#)

1940.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Harsh_kunwar's solution](#)

1941.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Harsh_kunwar's solution](#)

1942.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 2700 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Harsh_kunwar's solution](#)

1943.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Harsh_kunwar's solution](#)

1944.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[Harsh_kunwar's solution](#)

1945.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Harsh_kunwar's solution](#)

1946.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[Harsh_kunwar's solution](#)

1947.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Harsh_kunwar's solution](#)

1948.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 284 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Harsh_kunwar's solution](#)

1949.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3000 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Harsh_kunwar's solution](#)

1950.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Harsh_kunwar's solution](#)

1951.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Harsh_kunwar's solution](#)

1952.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[Harsh_kunwar's solution](#)

1953.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, shortest paths

[Harsh_kunwar's solution](#)

1954.

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3500 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1955.

2150G

[Counting Is Fun: The Finale](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation

[Harsh_kunwar's solution](#)

1956.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graphs, two pointers

[Harsh_kunwar's solution](#)

1957.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Harsh_kunwar's solution](#)

1958.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,702 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[Harsh_kunwar's solution](#)

1959.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Harsh_kunwar's solution](#)

1960.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,792 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Harsh_kunwar's solution](#)

1961.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Harsh_kunwar's solution](#)

1962.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,296 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Harsh_kunwar's solution](#)

1963.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,873 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[Harsh_kunwar's solution](#)

1964.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,187 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Harsh_kunwar's solution](#)

1965.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[Harsh_kunwar's solution](#)

1966.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Harsh_kunwar's solution](#)

1967.

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Harsh_kunwar's solution](#)

1968.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,219 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Harsh_kunwar's solution](#)

1969.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,543 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[Harsh_kunwar's solution](#)

1970.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,074 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Harsh_kunwar's solution](#)

1971.

2226A

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

Quality: 11,200 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Harsh_kunwar's solution](#)

1972.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

geometry, math

[Harsh_kunwar's solution](#)

1973.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: — · first AC: 2026-04-22 · last AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, number theory

[Harsh_kunwar's solution](#)

1974.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Harsh_kunwar's solution](#)

1975.

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

[Harsh_kunwar's solution](#)

1976.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Harsh_kunwar's solution](#)

1977.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,609 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

[Harsh_kunwar's solution](#)

1978.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Harsh_kunwar's solution](#)

1979.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1980.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1981.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · Python 3 (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1982.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1983.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1984.

106189E

[Pluses and minuses](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1985.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1986.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1987.

106189L

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

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1988.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1989.

105264E

[Changes in Antwanland](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1990.

105264F

[Tree XOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · last AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1991.

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1992.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1993.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1994.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1995.

106084D

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

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1996.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1997.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1998.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

1999.

106141F

[Arsen and Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2000.

106141B

[Code Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2001.

106141G

[Geometry!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2002.

106141E

[Fight Club](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2003.

106141A

[Stones and Bananas](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2004.

106141K

[Squirrel and Steps](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2005.

106141D

[How to Annoy a Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2006.

106141I

[Rick's Grades](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2007.

106141L

[Vector Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2008.

105358K

[Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2009.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2010.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2011.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2012.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2013.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2014.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2015.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · last AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2016.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2017.

105805E2

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

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2018.

105805E1

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

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2019.

105805D

[Minimum Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2020.

105805C

[Again Sort Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2021.

105805B

[Kaosar Loves Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2022.

105805A

[Submission is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2023.

106014C2

[Colorful Subarrays \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · last AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2024.

106014E

[Empty Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2025.

106014D

[Simplest Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2026.

106014C1

[Colorful Subarrays \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2027.

106014B

[Permutation We Stand](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2028.

106014A

[Mystic Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2029.

105669D1

[Sweets \(medium\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2030.

105669F

[Secret Santa](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2031.

105350G

[Not An SQRT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · last AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2032.

105350D

[Tuples Fusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2033.

105350A

[An OK Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2034.

105350C

[Yet Another Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2035.

105350B

[A Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2036.

105445G

[Timosh and Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2037.

105445E

[Sigma Problem \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2038.

105445D

[YEET! · Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2039.

105445B

[Interviews · Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2040.

105445C

[Sigma Problem \(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2041.

105445A

[Sum Fun · Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2042.

105672F

[Good Subarrays · Tutorial](#)

Rating: — · first AC: 2025-09-28 · last AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2043.

105672E

[Classical Interactive Training · Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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2044.

105672C2

[Cool Construction \(Hard Version\) · Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2045.

105672D2

[Minimum with Left Shift \(Hard Version\) · Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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2046.

105672C1

[Cool Construction \(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2047.

105672D1

[Minimum with Left Shift \(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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2048.

105672B

[Dumb OwlBear · Tutorial](#)

Rating: — · first AC: 2025-09-28 · PyPy 3-64 (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2049.

105672A

[Minecraft Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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2050.

105846D

[123 Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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2051.

105846B

[Doors](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2052.

105846C

[Kaosar Loves Binomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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2053.

105846A

[Submission is All You Need II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2054.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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2055.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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2056.

105657M

[Make It Divisible](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2057.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2058.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2059.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2060.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2061.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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2062.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2063.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2064.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2065.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · last AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2066.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2067.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2068.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2069.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2070.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2071.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2072.

104871I

[Interactive Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2073.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2074.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2075.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2076.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2077.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2078.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2079.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2080.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2081.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2082.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2083.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2084.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2085.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2086.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2087.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2088.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2089.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · last AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2090.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · last AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2091.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2092.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2093.

105677M

[Ook? Ook! · Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2094.

105677H

[The king of SWERC · Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2095.

103470J

[Xingqiu's Joke · Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2096.

103470H

[Crystalfly · Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2097.

103470C

[Klee in Solitary Confinement · Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2098.

103470A

[Oops, It's Yesterday Twice More · Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2099.

103470M

[Windblume Festival · Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2100.

104848A

[A Non-Palindromic Modification · Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2101.

104288C

[Fair Division · Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2102.

104288H

[Prehistoric Programs · Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2103.

105053F

[Fair Distribution · Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2104.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · last AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2105.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2106.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2107.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2108.

105911F

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

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2109.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2110.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2111.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2112.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2113.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2114.

105544J

[Lead Time Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · last AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2115.

105544E

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

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2116.

105544L

[Nine Never](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2117.

105544C

[Where the Lantern Lights are Dimming](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2118.

105544F

[Baker's Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2119.

105544H

[Bank Deposit Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2120.

105544D

[Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2121.

105544A

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2122.

105544M

[Task scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2123.

105544B

[Recurring Decimal to Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2124.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2125.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2126.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2127.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2128.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2129.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2130.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2131.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2132.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · Python 3 (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2133.

103990D

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

Rating: — · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2134.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2135.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2136.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2137.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · last AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2138.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2139.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2140.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2141.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2142.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2143.

105562A

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

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2144.

105056F

[Odoo Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · last AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2145.

105056C

[Viruses](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2146.

105056E

[POS Kiosk](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2147.

105056A

[Potential Odoo Email](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2148.

105056D

[Tasks at Odoo](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2149.

105056B

[Make it ODOO!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2150.

103443D

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

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2151.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2152.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2153.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2154.

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2155.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · last AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2156.

105487G

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

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2157.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2158.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2159.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2160.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2161.

102394I

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

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2162.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2163.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2164.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2165.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2166.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2167.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2168.

105009L

[Modulo Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2169.

105009D

[Producing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2170.

105009F

[Farmer John's Cities](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2171.

105009B

[Two Way Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2172.

105009C

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

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2173.

105009A

[TriNum Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2174.

102625H

[Ye Wali Meri Hai!!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2175.

102625I

[Treat To Banta Hai](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2176.

102625F

[Basant and the Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2177.

102625A

[Farewell or Best Wishes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2178.

102625E

[Dictator's plan for Valentine's day!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2179.

102625C

[Matiyao Be Mid Sem hee toh hai](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2180.

102625D

[Best Wishes !!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2181.

102625B

[Amber Kand](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2182.

1016520

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2183.

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2184.

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2185.

101652X

[Star Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2186.

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2187.

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2188.

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2189.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2190.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2191.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2192.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2193.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2194.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · PyPy 3-64 (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2195.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2196.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2197.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2198.

103993J

[Problem with Random Tests](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2199.

103993H

[Report Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2200.

103993I

[Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2201.

103993F

[Save the Magazines](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2202.

103993E

[d-Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2203.

103993C

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

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2204.

103993G

[Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2205.

103993D

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2206.

103993A

[As Fast As Possible](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2207.

103993B

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

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2208.

104535911.A

[Secret Object X-0619](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2209.

102961O

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2210.

102961N

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2211.

102961M

[Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2212.

102961L

[Collecting Numbers II](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2213.

102961K

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

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2214.

102961I

[Stick Lengths](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2215.

102961H

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

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2216.

102961G

[Sum of Two Values](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2217.

102961F

[Movie Festival](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2218.

102961E

[Restaurant Customers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2219.

102961D

[Concert Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2220.

102961C

[Ferris Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2221.

102961B

[Apartments](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2222.

102961A

[Distinct Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)

2223.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[Harsh_kunwar's solution](#)

2224.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2023-09-14 · last AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Harsh_kunwar's solution](#)

2225.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Harsh_kunwar's solution](#)

2226.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Harsh_kunwar's solution](#)

2227.

102961J

[Missing Coin Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Harsh_kunwar's solution](#)