# CF Elite Tracker

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# Unique solved — HusseinFarhat

Links: problem (problemset), Tutorial, submission (first AC).
Sort: Problem rating · easier first
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**1.**
2217A
**The Equalizer** · Tutorial
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**2.**
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**3.**
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**4.**
2218A
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**6.**
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**7.**
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**8.**
2204B
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**9.**
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2207A
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**12.**
2203A
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2194A
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2146A
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**29.**
2143A
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2127A
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2090A
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**49.**
2121A
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2113A
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2118A
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2117A
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1698A
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2114A
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2109A
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**58.**
2107A
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**59.**
2108A
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**60.**
1896A
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1798A
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1763A
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1461A
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1650A
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**68.**
1671A
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2103A
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**70.**
2096A
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**71.**
2094B
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**72.**
2094A
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**73.**
2093A
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**74.**
2084A
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**75.**
2086A
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2092A
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**77.**
750A
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2050A
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**79.**
2091B
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**80.**
2091A
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**81.**
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**83.**
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**84.**
2070A
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**87.**
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**88.**
2065A
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**89.**
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2056A
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2057A
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2053A
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**94.**
2043A
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2051B
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2048A
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2044C
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**99.**
2044B
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**100.**
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**101.**
2037A
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**102.**
2042A
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**103.**
2039A
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2036B
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**105.**
2036A
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2032A
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2027A
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**108.**
2033A
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**109.**
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2030A
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**111.**
2025A
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**112.**
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**113.**
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**114.**
2013A
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2020A
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**117.**
2009B
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**118.**
2009A
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2008C
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**120.**
2008B
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**121.**
2008A
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**122.**
1999A
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**123.**
1978A
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**124.**
2003B
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**125.**
2003A
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**126.**
1950C
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**127.**
1971A
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**128.**
1977A
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1978B
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**130.**
1979A
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**131.**
1980A
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**132.**
1981A
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**133.**
1980B
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1984A
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1985A
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**136.**
1985B
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**137.**
1992A
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**138.**
1992B
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**139.**
1986A
**X Axis** · Tutorial
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**140.**
1998A
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**141.**
1999C
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2000A
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**143.**
2000B
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2001B
**Generate Permutation** · Tutorial
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**145.**
2001A
**Make All Equal** · Tutorial
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**146.**
2004A
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**147.**
2002A
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**148.**
1993A
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**149.**
1997A
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**150.**
1991A
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1996A
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**153.**
1995A
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**154.**
1668A
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**155.**
1994A
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**156.**
1983A
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**157.**
1591A
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**158.**
1839A
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**159.**
1987A
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**160.**
1989A
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**161.**
1834A
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**162.**
1982A
**Soccer** · Tutorial
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HusseinFarhat's solution

**163.**
1797A
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**164.**
1825A
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HusseinFarhat's solution

**165.**
1975A
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**166.**
1956B
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**167.**
1956A
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**168.**
1972A
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**169.**
1957A
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**170.**
1955A
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**171.**
1944A
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HusseinFarhat's solution

**172.**
1948A
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**173.**
1929B
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**174.**
1929A
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**175.**
1931B
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HusseinFarhat's solution

**176.**
1931A
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**177.**
1928A
**Rectangle Cutting** · Tutorial
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**178.**
1917A
**Least Product** · Tutorial
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HusseinFarhat's solution

**179.**
1916A
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**180.**
1900A
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Quality: 64,106 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, strings
HusseinFarhat's solution

**181.**
1899A
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HusseinFarhat's solution

**182.**
1883A
**Morning** · Tutorial
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HusseinFarhat's solution

**183.**
1881A
**Don't Try to Count** · Tutorial
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HusseinFarhat's solution

**184.**
1877A
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HusseinFarhat's solution

**185.**
1878B
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Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
HusseinFarhat's solution

**186.**
1878A
**How Much Does Daytona Cost?** · Tutorial
Quality: 78,675 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
HusseinFarhat's solution

**187.**
1857A
**Array Coloring** · Tutorial
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HusseinFarhat's solution

**188.**
1856A
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HusseinFarhat's solution

**189.**
1849A
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**190.**
1853A
**Desorting** · Tutorial
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HusseinFarhat's solution

**191.**
1844A
**Subtraction Game** · Tutorial
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**192.**
1846B
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HusseinFarhat's solution

**193.**
1846A
**Rudolph and Cut the Rope** · Tutorial
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HusseinFarhat's solution

**194.**
1843C
**Sum in Binary Tree** · Tutorial
Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, trees
HusseinFarhat's solution

**195.**
1843B
**Long Long** · Tutorial
Quality: 32,103 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers
HusseinFarhat's solution

**196.**
1843A
**Sasha and Array Coloring** · Tutorial
Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
HusseinFarhat's solution

**197.**
1836A
**Destroyer** · Tutorial
Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
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**198.**
1828A
**Divisible Array** · Tutorial
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HusseinFarhat's solution

**199.**
1820A
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**200.**
1807B
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HusseinFarhat's solution

**201.**
1807C
**Find and Replace** · Tutorial
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HusseinFarhat's solution

**202.**
1807A
**Plus or Minus** · Tutorial
Quality: 84,720 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

HusseinFarhat's solution

**203.**
1802A
**Likes** · Tutorial
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HusseinFarhat's solution

**204.**
1789B
**Serval and Inversion Magic** · Tutorial
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HusseinFarhat's solution

**205.**
1789A
**Serval and Mocha's Array** · Tutorial
Quality: 32,976 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
HusseinFarhat's solution

**206.**
1788A
**One and Two** · Tutorial
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HusseinFarhat's solution

**207.**
1778A
**Flip Flop Sum** · Tutorial
Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
HusseinFarhat's solution

**208.**
1787A
**Exponential Equation** · Tutorial
Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
HusseinFarhat's solution

**209.**
1780A
**Hayato and School** · Tutorial
Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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**210.**
1783A
**Make it Beautiful** · Tutorial
Quality: 48,726 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
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**211.**
1768A
**Greatest Convex** · Tutorial
Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
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**212.**
1779A
**Hall of Fame** · Tutorial
Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
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**213.**
1731A
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Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
HusseinFarhat's solution

**214.**
1764A
**Doremy's Paint** · Tutorial
Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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**215.**
1758A
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**216.**
1760C
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1760B
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1760A
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**219.**
1761A
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**220.**
1759A
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**221.**
1748A
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1750B
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HusseinFarhat's solution

**223.**
1750A
**Indirect Sort** · Tutorial
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HusseinFarhat's solution

**224.**
1747A
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**225.**
1749A
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**226.**
1743B
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**227.**
1743A
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**228.**
1744B
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**229.**
1744A
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**230.**
1746B
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**231.**
1746A
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**232.**
1742B
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1742A
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**234.**
1325B
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**235.**
1741B
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**236.**
1741A
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**237.**
1736A
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**238.**
1189A
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**239.**
1305A
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**240.**
1206A
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**241.**
1325A
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Quality: 46,203 global accepts · Rating: 800 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory
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**242.**
1269A
**Equation** · Tutorial
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**243.**
1735A
**Working Week** · Tutorial
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HusseinFarhat's solution

**244.**
1730A
**Planets** · Tutorial
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**245.**
1729B
**Decode String** · Tutorial
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HusseinFarhat's solution

**246.**
1729A
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**247.**
1728B
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**248.**
1728A
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1722C
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**250.**
1722B
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**251.**
1722A
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**252.**
1721A
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**253.**
1716B
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**254.**
1716A
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**255.**
1714C
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**256.**
1704A
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**257.**
1711A
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**258.**
1709A
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HusseinFarhat's solution

**259.**
1706A
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1708A
**Difference Operations** · Tutorial
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**261.**
1705A
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HusseinFarhat's solution

**262.**
1701A
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**263.**
1699A
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HusseinFarhat's solution

**264.**
1698B
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**265.**
1696A
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**266.**
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**267.**
2195B
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HusseinFarhat's solution

**268.**
2171B
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**269.**
2157B
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**270.**
2169A
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**271.**
2140B
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HusseinFarhat's solution

**272.**
2137B
**Fun Permutation** · Tutorial
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HusseinFarhat's solution

**273.**
2132B
**The Secret Number** · Tutorial
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HusseinFarhat's solution

**274.**
2125B
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**275.**
2114B
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HusseinFarhat's solution

**276.**
2110B
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**277.**
2102B
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**278.**
2106B
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**279.**
2094C
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**280.**
2093B
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**281.**
2085A
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**282.**
1606A
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**283.**
2072B
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**284.**
208A
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**285.**
2048B
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HusseinFarhat's solution

**286.**
2042B
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**287.**
2028A
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HusseinFarhat's solution

**288.**
2026A
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**289.**
2033B
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HusseinFarhat's solution

**290.**
1988A
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**291.**
1668B
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Quality: 17,924 global accepts · Rating: 900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
HusseinFarhat's solution

**292.**
1591B
**Array Eversion** · Tutorial
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**293.**
1973A
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**294.**
1972B
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**295.**
1954A
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**296.**
1900B
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HusseinFarhat's solution

**297.**
1883B
**Chemistry** · Tutorial
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**298.**
1881B
**Three Threadlets** · Tutorial
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**299.**
1878C
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**300.**
1856B
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**301.**
1828B
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HusseinFarhat's solution

**302.**
1807D
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HusseinFarhat's solution

**303.**
1768B
**Quick Sort** · Tutorial
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HusseinFarhat's solution

**304.**
1764B
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HusseinFarhat's solution

**305.**
1758B
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HusseinFarhat's solution

**306.**
1747B
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Quality: 25,957 global accepts · Rating: 900 · first AC: 2022-11-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms
HusseinFarhat's solution

**307.**
1749B
**Death's Blessing** · Tutorial
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HusseinFarhat's solution

**308.**
1742C
**Stripes** · Tutorial
Quality: 40,089 global accepts · Rating: 900 · first AC: 2022-10-13 · PyPy 3-64 (first AC) · Tags: implementation
HusseinFarhat's solution

**309.**
556A
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HusseinFarhat's solution

**310.**
1735B
**Tea with Tangerines** · Tutorial
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HusseinFarhat's solution

**311.**
1714A
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HusseinFarhat's solution

**312.**
1709B
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HusseinFarhat's solution

**313.**
1705B
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**314.**
1699B
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HusseinFarhat's solution

**315.**
1696B
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HusseinFarhat's solution

**316.**
2204C
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Quality: 17,404 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
HusseinFarhat's solution

**317.**
2203B
**Beautiful Numbers** · Tutorial
Quality: 14,296 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math
HusseinFarhat's solution

**318.**
2192B
**Flipping Binary String** · Tutorial
Quality: 14,552 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
HusseinFarhat's solution

**319.**
2194B
**Offshores** · Tutorial
Quality: 18,422 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
HusseinFarhat's solution

**320.**
2154B
**Make it Zigzag** · Tutorial
Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
HusseinFarhat's solution

**321.**
2145B
**Deck of Cards** · Tutorial
Quality: 21,552 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

HusseinFarhat's solution

**322.**
2143B
**Discounts** · Tutorial
Quality: 20,916 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
HusseinFarhat's solution

**323.**
2144B
**Maximum Cost Permutation** · Tutorial
Quality: 18,471 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
HusseinFarhat's solution

**324.**
2132C1
**The Cunning Seller (easy version)** · Tutorial
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HusseinFarhat's solution

**325.**
2124B
**Minimise Sum** · Tutorial
Quality: 20,276 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy
HusseinFarhat's solution

**326.**
2123C
**Prefix Min and Suffix Max** · Tutorial
Quality: 30,885 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures
HusseinFarhat's solution

**327.**
2120B
**Square Pool** · Tutorial
Quality: 17,741 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry
HusseinFarhat's solution

**328.**
2114C
**Need More Arrays** · Tutorial
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**329.**
1566C
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HusseinFarhat's solution

**330.**
1791D
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HusseinFarhat's solution

**331.**
1725B
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HusseinFarhat's solution

**332.**
2093C
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HusseinFarhat's solution

**333.**
2092B
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Quality: 24,821 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
HusseinFarhat's solution

**334.**
2091C
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Quality: 28,836 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
HusseinFarhat's solution

**335.**
1362A
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HusseinFarhat's solution

**336.**
1671B
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HusseinFarhat's solution

**337.**
579A
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Quality: 78,933 global accepts · Rating: 1000 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks
HusseinFarhat's solution

**338.**
2057B
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HusseinFarhat's solution

**339.**
2051C
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HusseinFarhat's solution

**340.**
2034B
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HusseinFarhat's solution

**341.**
2039B
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HusseinFarhat's solution

**342.**
2004B
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**343.**
2002B
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HusseinFarhat's solution

**344.**
1151A
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HusseinFarhat's solution

**345.**
1987B
**K-Sort** · Tutorial
Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
HusseinFarhat's solution

**346.**
1834B
**Maximum Strength** · Tutorial
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HusseinFarhat's solution

**347.**
1825B
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**348.**
1975B
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HusseinFarhat's solution

**349.**
1955B
**Progressive Square** · Tutorial
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HusseinFarhat's solution

**350.**
1931C
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HusseinFarhat's solution

**351.**
1916B
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HusseinFarhat's solution

**352.**
1883C
**Raspberries** · Tutorial
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HusseinFarhat's solution

**353.**
1877B
**Helmets in Night Light** · Tutorial
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HusseinFarhat's solution

**354.**
1849B
**Monsters** · Tutorial
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**355.**
1840C
**Ski Resort** · Tutorial
Quality: 47,576 global accepts · Rating: 1000 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
HusseinFarhat's solution

**356.**
1844B
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HusseinFarhat's solution

**357.**
1802B
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HusseinFarhat's solution

**358.**
1770B
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HusseinFarhat's solution

**359.**
1770A
**Koxia and Whiteboards** · Tutorial
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HusseinFarhat's solution

**360.**
1760D
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HusseinFarhat's solution

**361.**
1761B
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**362.**
1300B
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HusseinFarhat's solution

**363.**
1744C
**Traffic Light** · Tutorial
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HusseinFarhat's solution

**364.**
1174A
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sortings
HusseinFarhat's solution

**365.**
1326A
**Bad Ugly Numbers** · Tutorial
Quality: 32,680 global accepts · Rating: 1000 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
HusseinFarhat's solution

**366.**
1721B
**Deadly Laser** · Tutorial
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HusseinFarhat's solution

**367.**
1704B
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HusseinFarhat's solution

**368.**
1695B
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HusseinFarhat's solution

**369.**
2218D
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HusseinFarhat's solution

**370.**
2211B
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HusseinFarhat's solution

**371.**
2208B
**Cyclists** · Tutorial
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HusseinFarhat's solution

**372.**
2195C
**Dice Roll Sequence** · Tutorial
Quality: 20,536 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
HusseinFarhat's solution

**373.**
2183B
**Yet Another MEX Problem** · Tutorial
Quality: 16,177 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
HusseinFarhat's solution

**374.**
2171C1
**Renako Amaori and XOR Game (easy version)** · Tutorial
Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
HusseinFarhat's solution

**375.**
2173B
**Niko's Tactical Cards** · Tutorial
Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
HusseinFarhat's solution

**376.**
2169B
**Drifting Away** · Tutorial
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HusseinFarhat's solution

**377.**
2162C
**Beautiful XOR** · Tutorial
Quality: 21,325 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
HusseinFarhat's solution

**378.**
2155B
**Abraham's Great Escape** · Tutorial
Quality: 16,989 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
HusseinFarhat's solution

**379.**
2146B
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HusseinFarhat's solution

**380.**
2137C
**Maximum Even Sum** · Tutorial
Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
HusseinFarhat's solution

**381.**
2131C
**Make it Equal** · Tutorial
Quality: 21,620 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
HusseinFarhat's solution

**382.**
2128B
**Deque Process** · Tutorial
Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
HusseinFarhat's solution

**383.**
2125C
**Count Good Numbers** · Tutorial
Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
HusseinFarhat's solution

**384.**
2122B
**Pile Shuffling** · Tutorial
Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
HusseinFarhat's solution

**385.**
2126C
**I Will Definitely Make It** · Tutorial
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HusseinFarhat's solution

**386.**
2112B
**Shrinking Array** · Tutorial
Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
HusseinFarhat's solution

**387.**
1496B
**Max and Mex** · Tutorial
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HusseinFarhat's solution

**388.**
2111B
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HusseinFarhat's solution

**389.**
2111C
**Equal Values** · Tutorial
Quality: 19,439 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
HusseinFarhat's solution

**390.**
1669F
**Eating Candies** · Tutorial
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HusseinFarhat's solution

**391.**
2107B
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HusseinFarhat's solution

**392.**
2103B
**Binary Typewriter** · Tutorial
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HusseinFarhat's solution

**393.**
2096B
**Wonderful Gloves** · Tutorial
Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
HusseinFarhat's solution

**394.**
2094D
**Tung Tung Sahur** · Tutorial
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HusseinFarhat's solution

**395.**
2084B
**MIN = GCD** · Tutorial
Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

HusseinFarhat's solution

**396.**
2086B
**Large Array and Segments** · Tutorial
Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
HusseinFarhat's solution

**397.**
2074C
**XOR and Triangle** · Tutorial
Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
HusseinFarhat's solution

**398.**
2071B
**Perfecto** · Tutorial
Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
HusseinFarhat's solution

**399.**
2070B
**Robot Program** · Tutorial
Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
HusseinFarhat's solution

**400.**
2065C1
**Skibidus and Fanum Tax (easy version)** · Tutorial
Quality: 27,762 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
HusseinFarhat's solution

**401.**
2061B
**Kevin and Geometry** · Tutorial
Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
HusseinFarhat's solution

**402.**
2043B
**Digits** · Tutorial
Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
HusseinFarhat's solution

**403.**
2044D
**Harder Problem** · Tutorial
Quality: 24,103 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
HusseinFarhat's solution

**404.**
2050B
**Transfusion** · Tutorial
Quality: 27,060 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
HusseinFarhat's solution

**405.**
2036C
**Anya and 1100** · Tutorial
Quality: 22,202 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
HusseinFarhat's solution

**406.**
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
HusseinFarhat's solution

**407.**
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
HusseinFarhat's solution

**408.**
2025B
**Binomial Coefficients, Kind Of** · Tutorial
Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
HusseinFarhat's solution

**409.**
2009C
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Quality: 33,012 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
HusseinFarhat's solution

**410.**
2008D
**Sakurako's Hobby** · Tutorial
Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math
HusseinFarhat's solution

**411.**
2004C
**Splitting Items** · Tutorial
Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
HusseinFarhat's solution

**412.**
1993B
**Parity and Sum** · Tutorial
Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
HusseinFarhat's solution

**413.**
1997C
**Even Positions** · Tutorial
Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
HusseinFarhat's solution

**414.**
1997B
**Make Three Regions** · Tutorial
Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
HusseinFarhat's solution

**415.**
1991B
**AND Reconstruction** · Tutorial
Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
HusseinFarhat's solution

**416.**
1995B1
**Bouquet (Easy Version)** · Tutorial
Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy,

sortings, two pointers
HusseinFarhat's solution

**417.**
1994B
**Fun Game** · Tutorial
Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
HusseinFarhat's solution

**418.**
1839B
**Lamps** · Tutorial
Quality: 16,549 global accepts · Rating: 1100 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
HusseinFarhat's solution

**419.**
1797B
**Li Hua and Pattern** · Tutorial
Quality: 24,616 global accepts · Rating: 1100 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
HusseinFarhat's solution

**420.**
1957B
**A BIT of a Construction** · Tutorial
Quality: 20,415 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
HusseinFarhat's solution

**421.**
1944B
**Equal XOR** · Tutorial
Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
HusseinFarhat's solution

**422.**
1948B
**Array Fix** · Tutorial
Quality: 26,274 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
HusseinFarhat's solution

**423.**
1899C
**Yarik and Array** · Tutorial
Quality: 34,868 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
HusseinFarhat's solution

**424.**
1899B
**250 Thousand Tons of TNT** · Tutorial
Quality: 33,362 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory
HusseinFarhat's solution

**425.**
1857B
**Maximum Rounding** · Tutorial
Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
HusseinFarhat's solution

**426.**
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
HusseinFarhat's solution

**427.**
1820B
**JoJo's Incredible Adventures** · Tutorial
Quality: 23,013 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers
HusseinFarhat's solution

**428.**
1807G2
**Subsequence Addition (Hard Version)** · Tutorial
Quality: 27,845 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
HusseinFarhat's solution

**429.**
1807G1
**Subsequence Addition (Easy Version)** · Tutorial
Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
HusseinFarhat's solution

**430.**
1788B
**Sum of Two Numbers** · Tutorial
Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
HusseinFarhat's solution

**431.**
1787B
**Number Factorization** · Tutorial
Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
HusseinFarhat's solution

**432.**
1780B
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**433.**
1783B
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**434.**
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**435.**
1760E
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1743C
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**437.**
1742D
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HusseinFarhat's solution

**438.**
1741C
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**439.**
1119A
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**440.**
1729C
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1722D
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**442.**
1708B
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**443.**
1700B
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**444.**
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HusseinFarhat's solution

**445.**
2210C1
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HusseinFarhat's solution

**446.**
2196A
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HusseinFarhat's solution

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2190A
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**449.**
2137D
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**450.**
2128C
**Leftmost Below** · Tutorial
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HusseinFarhat's solution

**451.**
2126D
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**452.**
2119B
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**453.**
2123D
**Binary String Battle** · Tutorial
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HusseinFarhat's solution

**454.**
2067B
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HusseinFarhat's solution

**455.**
2118B
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HusseinFarhat's solution

**456.**
2117C
**Cool Partition** · Tutorial
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**457.**
1669G
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HusseinFarhat's solution

**458.**
1669E
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**459.**
2109B
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HusseinFarhat's solution

**460.**
1546B
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**461.**
1650C
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HusseinFarhat's solution

**462.**
2094E
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HusseinFarhat's solution

**463.**
2092C
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HusseinFarhat's solution

**464.**
2091D
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HusseinFarhat's solution

**465.**
2085B
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**466.**
1339B
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HusseinFarhat's solution

**467.**
1559C
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HusseinFarhat's solution

**468.**
2072C
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Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
HusseinFarhat's solution

**469.**
2069B
**Set of Strangers** · Tutorial
Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices
HusseinFarhat's solution

**470.**
2065D
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Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
HusseinFarhat's solution

**471.**
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HusseinFarhat's solution

**472.**
2053B
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**473.**
2051D
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**474.**
2048C
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HusseinFarhat's solution

**475.**
2050C
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HusseinFarhat's solution

**476.**
2046A
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**477.**
2039C1
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HusseinFarhat's solution

**478.**
2021B
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HusseinFarhat's solution

**479.**
2020B
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HusseinFarhat's solution

**480.**
2003C
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**481.**
1985E
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HusseinFarhat's solution

**482.**
1987C
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Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
HusseinFarhat's solution

**483.**
1990B
**Array Craft** · Tutorial
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HusseinFarhat's solution

**484.**
1992D
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Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
HusseinFarhat's solution

**485.**
2000D
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HusseinFarhat's solution

**486.**
2002C
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HusseinFarhat's solution

**487.**
1996C
**Sort** · Tutorial
Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
HusseinFarhat's solution

**488.**
1983B
**Corner Twist** · Tutorial
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HusseinFarhat's solution

**489.**
1989B
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HusseinFarhat's solution

**490.**
1834C
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HusseinFarhat's solution

**491.**
1982C
**Boring Day** · Tutorial
Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
HusseinFarhat's solution

**492.**
1982B
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Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
HusseinFarhat's solution

**493.**
1975C
**Chamo and Mocha's Array** · Tutorial
Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
HusseinFarhat's solution

**494.**
1954C
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HusseinFarhat's solution

**495.**
1954B
**Make It Ugly** · Tutorial
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HusseinFarhat's solution

**496.**
1928B
**Equalize** · Tutorial
Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
HusseinFarhat's solution

**497.**
1916C
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Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
HusseinFarhat's solution

**498.**
1881C
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Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
HusseinFarhat's solution

**499.**
1877C
**Joyboard** · Tutorial
Quality: 12,837 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
HusseinFarhat's solution

**500.**
1857C
**Assembly via Minimums** · Tutorial
Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
HusseinFarhat's solution

**501.**
1853B
**Fibonaccharsis** · Tutorial
Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
HusseinFarhat's solution

**502.**
1846C
**Rudolf and the Another Competition** · Tutorial
Quality: 21,478 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings
HusseinFarhat's solution

**503.**
1843D
**Apple Tree** · Tutorial
Quality: 21,693 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
HusseinFarhat's solution

**504.**
1270B
**Interesting Subarray** · Tutorial
Quality: 17,374 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
HusseinFarhat's solution

**505.**
1744D
**Divisibility by 2^n** · Tutorial
Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
HusseinFarhat's solution

**506.**
1742E
**Scuza** · Tutorial
Quality: 38,625 global accepts · Rating: 1200 · first AC: 2022-10-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
HusseinFarhat's solution

**507.**
1729D
**Friends and the Restaurant** · Tutorial
Quality: 30,755 global accepts · Rating: 1200 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers
HusseinFarhat's solution

**508.**
2211C1
**Equal Multisets (Easy Version)** · Tutorial
Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
HusseinFarhat's solution

**509.**
2208C
**Stamina and Tasks** · Tutorial
Quality: 11,102 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
HusseinFarhat's solution

**510.**
2201A1
**Lost Civilization (Easy Version)** · Tutorial

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
HusseinFarhat's solution

**511.**
2192C
**All-in-one Gun** · Tutorial
Quality: 11,014 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
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**512.**
2195D
**Absolute Cinema** · Tutorial
Quality: 13,668 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math
HusseinFarhat's solution

**513.**
2194C
**Secret message** · Tutorial
Quality: 10,900 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
HusseinFarhat's solution

**514.**
2187A
**Restricted Sorting** · Tutorial
Quality: 15,870 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
HusseinFarhat's solution

**515.**
1612C
**Chat Ban** · Tutorial
Quality: 25,809 global accepts · Rating: 1300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
HusseinFarhat's solution

**516.**
2165A
**Cyclic Merging** · Tutorial
Quality: 14,116 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
HusseinFarhat's solution

**517.**
2169C
**Range Operation** · Tutorial
Quality: 12,672 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers
HusseinFarhat's solution

**518.**
2145C
**Monocarp's String** · Tutorial
Quality: 15,403 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
HusseinFarhat's solution

**519.**
2152B
**Catching the Krug** · Tutorial
Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
HusseinFarhat's solution

**520.**
2146C
**Wrong Binary Search** · Tutorial
Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms
HusseinFarhat's solution

**521.**
2143C
**Max Tree** · Tutorial
Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
HusseinFarhat's solution

**522.**
2144C
**Non-Descending Arrays** · Tutorial
Quality: 14,991 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
HusseinFarhat's solution

**523.**
2127B
**Hamiiid, Haaamid... Hamid?** · Tutorial
Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
HusseinFarhat's solution

**524.**
2129A
**Double Perspective** · Tutorial
Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
HusseinFarhat's solution

**525.**
2124C
**Subset Multiplication** · Tutorial
Quality: 14,596 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
HusseinFarhat's solution

**526.**
2119C
**A Good Problem** · Tutorial
Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
HusseinFarhat's solution

**527.**
2112C
**Coloring Game** · Tutorial
Quality: 17,729 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
HusseinFarhat's solution

**528.**
2121D
**1709** · Tutorial
Quality: 18,207 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
HusseinFarhat's solution

**529.**
2118C
**Make It Beautiful** · Tutorial
Quality: 18,480 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math
HusseinFarhat's solution

**530.**
1669H
**Maximal AND** · Tutorial
Quality: 29,112 global accepts · Rating: 1300 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
HusseinFarhat's solution

**531.**
1291B
**Array Sharpening** · Tutorial
Quality: 15,359 global accepts · Rating: 1300 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
HusseinFarhat's solution

**532.**
2101A
**Mex in the Grid** · Tutorial
Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
HusseinFarhat's solution

**533.**
2108B
**SUMdamental Decomposition** · Tutorial
Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
HusseinFarhat's solution

**534.**
2086C
**Disappearing Permutation** · Tutorial
Quality: 16,127 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
HusseinFarhat's solution

**535.**
2091E
**Interesting Ratio** · Tutorial
Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers
HusseinFarhat's solution

**536.**
2072D
**For Wizards, the Exam Is Easy, but I Couldn't Handle It** · Tutorial
Quality: 17,640 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
HusseinFarhat's solution

**537.**
2065C2
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**551.**
1591C
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**552.**
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**558.**
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1844C
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2171C2
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689A
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1955D
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**591.**
1696C
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**601.**
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2009E
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**610.**
1972D1
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HusseinFarhat's solution

**611.**
1972C
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1931E
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**614.**
1863D
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**615.**
1866B
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**616.**
1878E
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1844D
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1847C
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1837D
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1728C
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**622.**
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**623.**
2195E
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2155C
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**629.**
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**630.**
2140C
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2137E
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**633.**
2106D
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**634.**
2121E
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2115A
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1792C
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**640.**
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HusseinFarhat's solution

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**642.**
2107C
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HusseinFarhat's solution

**643.**
2108C
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2070C
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**646.**
2072E
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**647.**
2069C
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2050E
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HusseinFarhat's solution

**652.**
1811E
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HusseinFarhat's solution

**653.**
1179A
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**654.**
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2008E
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**656.**
2003D1
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**657.**
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**658.**
1997D
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**659.**
687A
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**660.**
1996D
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1924A
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**662.**
1882C
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**663.**
1883D
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**664.**
1881E
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**665.**
1877D
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**666.**
1857E
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**668.**
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**669.**
2207B
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**670.**
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**671.**
2194D
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**672.**
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**673.**
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**674.**
1065C
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**675.**
1796C
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**676.**
1801A
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**677.**
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**679.**
2129B
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**680.**
2128D
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**681.**
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**682.**
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**683.**
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**685.**
2117E
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**686.**
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1774D
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**691.**
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**692.**
1109A
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**693.**
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**694.**
1781C
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**695.**
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**696.**
2037E
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1677A
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**699.**
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2094F
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**704.**
2084D
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2074E
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2070D
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2059C
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2061D
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**711.**
2061C
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1349A
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2043C
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**714.**
2051E
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**716.**
2046B
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**717.**
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**718.**
1461D
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**719.**
1006E
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**720.**
2036E
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**722.**
1095D
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HusseinFarhat's solution

**723.**
1234D
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**724.**
1610C
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**725.**
1946C
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Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees
HusseinFarhat's solution

**726.**
2018A
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**727.**
1957C
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**728.**
1996E
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HusseinFarhat's solution

**729.**
2004D
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HusseinFarhat's solution

**730.**
1978D
**Elections** · Tutorial
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HusseinFarhat's solution

**731.**
1994C
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Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
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**732.**
1151D
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Quality: 9,076 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
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**733.**
1151B
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Quality: 12,837 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
HusseinFarhat's solution

**734.**
1797C
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HusseinFarhat's solution

**735.**
1971F
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Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math
HusseinFarhat's solution

**736.**
1985G
**D-Function** · Tutorial
Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
HusseinFarhat's solution

**737.**
1976C
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**738.**
1980E
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HusseinFarhat's solution

**739.**
1956C
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**740.**
1899F
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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
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**741.**
1878D
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**742.**
1843E
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**743.**
1856C
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HusseinFarhat's solution

**744.**
1806C
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HusseinFarhat's solution

**745.**
1714D
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HusseinFarhat's solution

**746.**
1777C
**Quiz Master** · Tutorial
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**747.**
1706D1
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**748.**
2203D
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HusseinFarhat's solution

**749.**
2201A2
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HusseinFarhat's solution

**750.**
1209D
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HusseinFarhat's solution

**751.**
1936A
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HusseinFarhat's solution

**752.**
2135B
**For the Champion** · Tutorial
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HusseinFarhat's solution

**753.**
1684D
**Traps** · Tutorial
Quality: 10,753 global accepts · Rating: 1700 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
HusseinFarhat's solution

**754.**
1430D
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HusseinFarhat's solution

**755.**
1971G
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Quality: 11,488 global accepts · Rating: 1700 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings
HusseinFarhat's solution

**756.**
2163B
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HusseinFarhat's solution

**757.**
1598D
**Training Session** · Tutorial
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HusseinFarhat's solution

**758.**
2159A
**MAD Interactive Problem** · Tutorial
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HusseinFarhat's solution

**759.**
2132E
**Arithmetics Competition** · Tutorial
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HusseinFarhat's solution

**760.**
1833F
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**761.**
1709D
**Rorororobot** · Tutorial
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**762.**
2122C
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greedy, math, sortings
HusseinFarhat's solution

**763.**
1194D
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**764.**
2124D
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HusseinFarhat's solution

**765.**
2123F
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HusseinFarhat's solution

**766.**
2112D
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HusseinFarhat's solution

**767.**
2113C
**Smilo and Minecraft** · Tutorial
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HusseinFarhat's solution

**768.**
2118D1
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HusseinFarhat's solution

**769.**
2110D
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HusseinFarhat's solution

**770.**
923A
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HusseinFarhat's solution

**771.**
1469D
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HusseinFarhat's solution

**772.**
1491C
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**773.**
1583C
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HusseinFarhat's solution

**774.**
2096C
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HusseinFarhat's solution

**775.**
2094G
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**776.**
2086D
**Even String** · Tutorial
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**777.**
2089A
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HusseinFarhat's solution

**778.**
2071C
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**779.**
2072F
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HusseinFarhat's solution

**780.**
2065G
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HusseinFarhat's solution

**781.**
2065F
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**782.**
1687B
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HusseinFarhat's solution

**783.**
2053D
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HusseinFarhat's solution

**784.**
2044G1
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HusseinFarhat's solution

**785.**
2050F
**Maximum modulo equality** · Tutorial
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HusseinFarhat's solution

**786.**
2039D
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**787.**
2027D1
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**788.**
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HusseinFarhat's solution

**789.**
2030D
**QED's Favorite Permutation** · Tutorial
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HusseinFarhat's solution

**790.**
2018C
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HusseinFarhat's solution

**791.**
2009F
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HusseinFarhat's solution

**792.**
1986E
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HusseinFarhat's solution

**793.**
1992E
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HusseinFarhat's solution

**794.**
1999G2
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Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
HusseinFarhat's solution

**795.**
339D
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HusseinFarhat's solution

**796.**
1995B2
**Bouquet (Hard Version)** · Tutorial
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**797.**
1983D
**Swap Dilemma** · Tutorial
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HusseinFarhat's solution

**798.**
1982D
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HusseinFarhat's solution

**799.**
1836C
**k-th equality** · Tutorial
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HusseinFarhat's solution

**800.**
1975D
**Paint the Tree** · Tutorial
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HusseinFarhat's solution

**801.**
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

HusseinFarhat's solution

**802.**
1955E
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HusseinFarhat's solution

**803.**
1903D1
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HusseinFarhat's solution

**804.**
1883E
**Look Back** · Tutorial
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HusseinFarhat's solution

**805.**
2211C2
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HusseinFarhat's solution

**806.**
2204E
**Sum of Digits (and Again)** · Tutorial
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HusseinFarhat's solution

**807.**
2208D1
**Tree Orientation (Easy Version)** · Tutorial
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HusseinFarhat's solution

**808.**
2192D
**Cost of Tree** · Tutorial
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HusseinFarhat's solution

**809.**
2196C1
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HusseinFarhat's solution

**810.**
1187C
**Vasya And Array** · Tutorial
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**811.**
2182E
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greedy, sortings, two pointers
HusseinFarhat's solution

**812.**
1930D1
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HusseinFarhat's solution

**813.**
2145D
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HusseinFarhat's solution

**814.**
2155D
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HusseinFarhat's solution

**815.**
1729E
**Guess the Cycle Size** · Tutorial
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HusseinFarhat's solution

**816.**
1705D
**Mark and Lightbulbs** · Tutorial
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HusseinFarhat's solution

**817.**
1208C
**Magic Grid** · Tutorial
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HusseinFarhat's solution

**818.**
1758D
**Range = " Sum**Tutorial
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HusseinFarhat's solution

**819.**
1781D
**Many Perfect Squares** · Tutorial
Quality: 6,305 global accepts · Rating: 1800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
HusseinFarhat's solution

**820.**
2106E
**Wolf** · Tutorial
Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
HusseinFarhat's solution

**821.**
1500A
**Going Home** · Tutorial
Quality: 9,510 global accepts · Rating: 1800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math

HusseinFarhat's solution

**822.**
1841C
**Ranom Numbers** · Tutorial
Quality: 9,060 global accepts · Rating: 1800 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, strings
HusseinFarhat's solution

**823.**
2120D
**Matrix game** · Tutorial
Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
HusseinFarhat's solution

**824.**
2121F
**Yamakasi** · Tutorial
Quality: 8,125 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
HusseinFarhat's solution

**825.**
1081D
**Maximum Distance** · Tutorial
Quality: 4,645 global accepts · Rating: 1800 · first AC: 2025-06-01 · last AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings
HusseinFarhat's solution

**826.**
1290B
**Irreducible Anagrams** · Tutorial
Quality: 7,156 global accepts · Rating: 1800 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
HusseinFarhat's solution

**827.**
1554D
**Diane** · Tutorial
Quality: 10,562 global accepts · Rating: 1800 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
HusseinFarhat's solution

**828.**
1324F
**Maximum White Subtree** · Tutorial
Quality: 13,071 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
HusseinFarhat's solution

**829.**
913D
**Too Easy Problems** · Tutorial
Quality: 5,131 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
HusseinFarhat's solution

**830.**
2101B
**Quartet Swapping** · Tutorial
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HusseinFarhat's solution

**831.**
1213G
**Path Queries** · Tutorial
Quality: 9,533 global accepts · Rating: 1800 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dsu, graphs,

sortings, trees
HusseinFarhat's solution

**832.**
888E
**Maximum Subsequence** · Tutorial
Quality: 9,201 global accepts · Rating: 1800 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
HusseinFarhat's solution

**833.**
1190B
**Tokitsukaze, CSL and Stone Game** · Tutorial
Quality: 6,831 global accepts · Rating: 1800 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games
HusseinFarhat's solution

**834.**
1508B
**Almost Sorted** · Tutorial
Quality: 4,431 global accepts · Rating: 1800 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
HusseinFarhat's solution

**835.**
2005C
**Lazy Narek** · Tutorial
Quality: 8,681 global accepts · Rating: 1800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
HusseinFarhat's solution

**836.**
1861D
**Sorting By Multiplication** · Tutorial
Quality: 7,954 global accepts · Rating: 1800 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
HusseinFarhat's solution

**837.**
1030D
**Vasya and Triangle** · Tutorial
Quality: 6,254 global accepts · Rating: 1800 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry, number theory
HusseinFarhat's solution

**838.**
1720D1
**Xor-Subsequence (easy version)** · Tutorial
Quality: 6,710 global accepts · Rating: 1800 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
HusseinFarhat's solution

**839.**
1759F
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**938.**
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1857G
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1506F
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**944.**
1165F2
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**945.**
1618F
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**946.**
797E
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**947.**
1380D
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**948.**
451D
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**949.**
2005E1
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**950.**
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HusseinFarhat's solution

**951.**
2207E1
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**952.**
2183E
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**953.**
2183D2
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HusseinFarhat's solution

**954.**
1930D2
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HusseinFarhat's solution

**955.**
2163D1
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HusseinFarhat's solution

**956.**
2145E
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**957.**
2127E
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**958.**
1389D
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HusseinFarhat's solution

**959.**
1516D
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**960.**
2124E
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HusseinFarhat's solution

**961.**
2123G
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HusseinFarhat's solution

**962.**
552E
**Vanya and Brackets** · Tutorial
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**963.**
1493D
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**964.**
1486D
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HusseinFarhat's solution

**965.**
1120C
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**966.**
1420C2
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**967.**
1370E
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**968.**
2115B
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**969.**
1684E
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**970.**
319C
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**972.**
2074G
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HusseinFarhat's solution

**973.**
1778D
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HusseinFarhat's solution

**974.**
1482E
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**975.**
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**976.**
1637E
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HusseinFarhat's solution

**977.**
1593F
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HusseinFarhat's solution

**978.**
1433F
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HusseinFarhat's solution

**979.**
1732C2
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HusseinFarhat's solution

**980.**
1207F
**Remainder Problem** · Tutorial
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HusseinFarhat's solution

**981.**
1626D
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HusseinFarhat's solution

**982.**
1914G1
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HusseinFarhat's solution

**983.**
2008H
**Sakurako's Test** · Tutorial
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HusseinFarhat's solution

**984.**
2003D2
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HusseinFarhat's solution

**985.**
2004E
**Not a Nim Problem** · Tutorial
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HusseinFarhat's solution

**986.**
1668D
**Optimal Partition** · Tutorial
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HusseinFarhat's solution

**987.**
1998E1
**Eliminating Balls With Merging (Easy Version)** · Tutorial
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HusseinFarhat's solution

**988.**
2204F
**Sum of Fractions** · Tutorial
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HusseinFarhat's solution

**989.**
2208D2
**Tree Orientation (Hard Version)** · Tutorial
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sortings, trees
HusseinFarhat's solution

**990.**
2207D
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HusseinFarhat's solution

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2203E
**Probabilistic Card Game** · Tutorial
Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search
HusseinFarhat's solution

**992.**
1854B
**Earn or Unlock** · Tutorial
Quality: 4,227 global accepts · Rating: 2200 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
HusseinFarhat's solution

**993.**
2162G
**Beautiful Tree** · Tutorial
Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees
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**994.**
2140E1
**Prime Gaming (Easy Version)** · Tutorial
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2137G
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**996.**
1227F1
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1815C
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**998.**
1646E
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**999.**
1789D
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**1000.**
2126G1
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HusseinFarhat's solution

**1001.**
2025E
**Card Game** · Tutorial
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HusseinFarhat's solution

**1002.**
2113D
**Cheater** · Tutorial
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**1003.**
2118D2
**Red Light, Green Light (Hard version)** · Tutorial
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HusseinFarhat's solution

**1004.**
1567E
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HusseinFarhat's solution

**1005.**
2101C
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**1006.**
2072G
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HusseinFarhat's solution

**1007.**
2065H
**Bro Thinks He's Him** · Tutorial
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HusseinFarhat's solution

**1008.**
2056D
**Unique Median** · Tutorial
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HusseinFarhat's solution

**1009.**
2034E
**Permutations Harmony** · Tutorial

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HusseinFarhat's solution

**1010.**
2036G
**Library of Magic** · Tutorial
Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory
HusseinFarhat's solution

**1011.**
2027D2
**The Endspeaker (Hard Version)** · Tutorial
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HusseinFarhat's solution

**1012.**
2009G2
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HusseinFarhat's solution

**1013.**
2217F
**Interval Game** · Tutorial
Quality: 704 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities
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**1014.**
2194F1
**Again Trees... (Easy Version)** · Tutorial
Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees
HusseinFarhat's solution

**1015.**
2187C
**Jerry and Tom** · Tutorial
Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
HusseinFarhat's solution

**1016.**
2190C
**Comparable Permutations** · Tutorial
Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
HusseinFarhat's solution

**1017.**
1919F1
**Wine Factory (Easy Version)** · Tutorial
Quality: 2,581 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
HusseinFarhat's solution

**1018.**
2182F1
**Christmas Reindeer (easy version)** · Tutorial
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**1019.**
1977D
**XORificator** · Tutorial

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**1020.**
2159C
**Twin Polynomials** · Tutorial
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HusseinFarhat's solution

**1021.**
2134D
**Sliding Tree** · Tutorial
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**1022.**
2134E
**Power Boxes** · Tutorial
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**1023.**
1513E
**Cost Equilibrium** · Tutorial
Quality: 1,732 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
HusseinFarhat's solution

**1024.**
2063E
**Triangle Tree** · Tutorial
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HusseinFarhat's solution

**1025.**
2110E
**Melody** · Tutorial
Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation
HusseinFarhat's solution

**1026.**
1834E
**MEX of LCM** · Tutorial
Quality: 2,773 global accepts · Rating: 2300 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
HusseinFarhat's solution

**1027.**
2057E1
**Another Exercise on Graphs (Easy Version)** · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
HusseinFarhat's solution

**1028.**
1780F
**Three Chairs** · Tutorial
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**1029.**
2211F
**Learning Binary Search** · Tutorial
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**1030.**
1679E
**Typical Party in Dorm** · Tutorial
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**1031.**
1784D
**Wooden Spoon** · Tutorial
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**1032.**
1743E
**FTL** · Tutorial
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HusseinFarhat's solution

**1033.**
1706D2
**Chopping Carrots (Hard Version)** · Tutorial
Quality: 1,941 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
HusseinFarhat's solution

**1034.**
1774F1
**Magician and Pigs (Easy Version)** · Tutorial
Quality: 1,243 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
HusseinFarhat's solution

**1035.**
1726E
**Almost Perfect** · Tutorial
Quality: 1,716 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math
HusseinFarhat's solution

**1036.**
1779E
**Anya's Simultaneous Exhibition** · Tutorial
Quality: 2,034 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
HusseinFarhat's solution

**1037.**
2176F
**Omega Numbers** · Tutorial
Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
HusseinFarhat's solution

**1038.**
2049E
**Broken Queries** · Tutorial
Quality: 1,591 global accepts · Rating: 2400 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
HusseinFarhat's solution

**1039.**
1934D2
**XOR Break --- Game Version** · Tutorial
Quality: 1,763 global accepts · Rating: 2400 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive
HusseinFarhat's solution

**1040.**
1935E
**Distance Learning Courses in MAC** · Tutorial
Quality: 1,651 global accepts · Rating: 2400 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
HusseinFarhat's solution

**1041.**
1738F
**Connectivity Addicts** · Tutorial
Quality: 1,381 global accepts · Rating: 2400 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees
HusseinFarhat's solution

**1042.**
1978F
**Large Graph** · Tutorial
Quality: 1,580 global accepts · Rating: 2400 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
HusseinFarhat's solution

**1043.**
2153E
**Zero Trailing Factorial** · Tutorial
Quality: 986 global accepts · Rating: 2400 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
HusseinFarhat's solution

**1044.**
2109E
**Binary String Wowee** · Tutorial
Quality: 1,794 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings
HusseinFarhat's solution

**1045.**
2174C1
**Beautiful Patterns (Easy Version)** · Tutorial
Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
HusseinFarhat's solution

**1046.**
1839E
**Decreasing Game** · Tutorial
Quality: 1,541 global accepts · Rating: 2400 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive
HusseinFarhat's solution

**1047.**
1930E
**2..3...4.... Wonderful! Wonderful!** · Tutorial
Quality: 1,468 global accepts · Rating: 2400 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
HusseinFarhat's solution

**1048.**
2066D1
**Club of Young Aircraft Builders (easy version)** · Tutorial
Quality: 1,441 global accepts · Rating: 2400 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
HusseinFarhat's solution

**1049.**
1794E
**Labeling the Tree with Distances** · Tutorial
Quality: 1,531 global accepts · Rating: 2400 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees
HusseinFarhat's solution

**1050.**
1638E
**Colorful Operations** · Tutorial
Quality: 2,364 global accepts · Rating: 2400 · first AC: 2026-02-07 · last AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
HusseinFarhat's solution

**1051.**
1969E
**Unique Array** · Tutorial
Quality: 1,855 global accepts · Rating: 2400 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
HusseinFarhat's solution

**1052.**
1973D
**Cat, Fox and Maximum Array Split** · Tutorial
Quality: 2,256 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
HusseinFarhat's solution

**1053.**
1817C
**Similar Polynomials** · Tutorial
Quality: 1,227 global accepts · Rating: 2400 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
HusseinFarhat's solution

**1054.**
1943D1
**Counting Is Fun (Easy Version)** · Tutorial
Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
HusseinFarhat's solution

**1055.**
1827B2
**Range Sorting (Hard Version)** · Tutorial
Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
HusseinFarhat's solution

**1056.**
2001E1
**Deterministic Heap (Easy Version)** · Tutorial
Quality: 1,543 global accepts · Rating: 2400 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
HusseinFarhat's solution

**1057.**
1106F
**Lunar New Year and a Recursive Sequence** · Tutorial
Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-11-30 · last AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory
HusseinFarhat's solution

**1058.**
2169E
**Points Selection** · Tutorial
Quality: 1,043 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
HusseinFarhat's solution

**1059.**
1852C
**Ina of the Mountain** · Tutorial
Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
HusseinFarhat's solution

**1060.**
1329C
**Drazil Likes Heap** · Tutorial
Quality: 1,804 global accepts · Rating: 2400 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
HusseinFarhat's solution

**1061.**
1848F
**Vika and Wiki** · Tutorial
Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
HusseinFarhat's solution

**1062.**
1482F
**Useful Edges** · Tutorial
Quality: 1,761 global accepts · Rating: 2400 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
HusseinFarhat's solution

**1063.**
1485F
**Copy or Prefix Sum** · Tutorial
Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, sortings
HusseinFarhat's solution

**1064.**
1777F
**Comfortably Numb** · Tutorial
Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
HusseinFarhat's solution

**1065.**
2122D
**Traffic Lights** · Tutorial
Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
HusseinFarhat's solution

**1066.**
2126G2
**Big Wins! (hard version)** · Tutorial
Quality: 1,163 global accepts · Rating: 2400 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers
HusseinFarhat's solution

**1067.**
2111F
**Puzzle** · Tutorial
Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
HusseinFarhat's solution

**1068.**
1998E2
**Eliminating Balls With Merging (Hard Version)** · Tutorial
Quality: 900 global accepts · Rating: 2500 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

HusseinFarhat's solution

**1069.**
1717F
**Madoka and The First Session** · Tutorial
Quality: 638 global accepts · Rating: 2500 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation
HusseinFarhat's solution

**1070.**
2190D
**Prufer Vertex** · Tutorial
Quality: 950 global accepts · Rating: 2500 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
HusseinFarhat's solution

**1071.**
1951F
**Inversion Composition** · Tutorial
Quality: 963 global accepts · Rating: 2500 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
HusseinFarhat's solution

**1072.**
1876D
**Lexichromatography** · Tutorial
Quality: 1,049 global accepts · Rating: 2500 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
HusseinFarhat's solution

**1073.**
1731F
**Function Sum** · Tutorial
Quality: 854 global accepts · Rating: 2500 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
HusseinFarhat's solution

**1074.**
2005E2
**Subtangle Game (Hard Version)** · Tutorial
Quality: 1,065 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation
HusseinFarhat's solution

**1075.**
2201D
**Binary Not Search and Queries** · Tutorial
Quality: 785 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
HusseinFarhat's solution

**1076.**
2029F
**Palindrome Everywhere** · Tutorial
Quality: 851 global accepts · Rating: 2500 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
HusseinFarhat's solution

**1077.**
1834F
**Typewriter** · Tutorial
Quality: 663 global accepts · Rating: 2500 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
HusseinFarhat's solution

**1078.**
2101D
**Mani and Segments** · Tutorial
Quality: 1,023 global accepts · Rating: 2500 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

HusseinFarhat's solution

**1079.**
2182F2
**Christmas Reindeer (hard version)** · Tutorial
Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
HusseinFarhat's solution

**1080.**
2165D
**Path Split** · Tutorial
Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
HusseinFarhat's solution

**1081.**
2163D2
**Diadrash (Hard Version)** · Tutorial
Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings
HusseinFarhat's solution

**1082.**
2154E
**No Mind To Think** · Tutorial
Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
HusseinFarhat's solution

**1083.**
622F
**The Sum of the k-th Powers** · Tutorial
Quality: 4,943 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math
HusseinFarhat's solution

**1084.**
2128E2
**Submedians (Hard Version)** · Tutorial
Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers
HusseinFarhat's solution

**1085.**
2208E
**Counting Cute Arrays** · Tutorial
Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
HusseinFarhat's solution

**1086.**
1774F2
**Magician and Pigs (Hard Version)** · Tutorial
Quality: 866 global accepts · Rating: 2700 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
HusseinFarhat's solution

**1087.**
2154F1
**Bombing (Easy Version)** · Tutorial
Quality: 565 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math
HusseinFarhat's solution

**1088.**
1919F2
**Wine Factory (Hard Version)** · Tutorial
Quality: 1,086 global accepts · Rating: 2800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy,

matrices
HusseinFarhat's solution

**1089.**
1279F
**New Year and Handle Change** · Tutorial
Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-07-24 · last AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
HusseinFarhat's solution

**1090.**
2223B
**Zhily and Barknights** · Tutorial
Quality: 1,473 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, sortings, two pointers
HusseinFarhat's solution

**1091.**
2223A
**Zhily and Bracket Swapping** · Tutorial
Quality: 2,895 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
HusseinFarhat's solution

**1092.**
2226C
**Mental Monumental (Easy Version)** · Tutorial
Quality: 5,517 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, two pointers
HusseinFarhat's solution

**1093.**
2226D
**Reserved Reversals** · Tutorial
Quality: 2,204 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
HusseinFarhat's solution

**1094.**
2226B
**Everything Everywhere** · Tutorial
Quality: 10,040 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
HusseinFarhat's solution

**1095.**
2226A
**Disturbing Distribution** · Tutorial
Quality: 11,156 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
HusseinFarhat's solution

**1096.**
2222E
**Seek the Truth** · Tutorial
Quality: 1,944 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
HusseinFarhat's solution

**1097.**
2222D
**Permutation Construction** · Tutorial
Quality: 3,187 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings
HusseinFarhat's solution

**1098.**
2222C
**Median Partition** · Tutorial
Quality: 4,775 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

HusseinFarhat's solution

**1099.**
2222B
**Artistic Balance Tree** · Tutorial
Quality: 7,278 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
HusseinFarhat's solution

**1100.**
2222A
**A Wonderful Contest** · Tutorial
Quality: 9,998 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
HusseinFarhat's solution

**1101.**
2225B
**Alternating String** · Tutorial
Quality: 14,155 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
HusseinFarhat's solution

**1102.**
2225D
**Exceptional Segments** · Tutorial
Quality: 6,617 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math
HusseinFarhat's solution

**1103.**
2225C
**Red-Black Pairs** · Tutorial
Quality: 11,344 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
HusseinFarhat's solution

**1104.**
2225A
**A Number Between Two Others** · Tutorial
Quality: 17,692 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
HusseinFarhat's solution

**1105.**
2219C
**Coloring a Red Black Tree** · Tutorial
Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
HusseinFarhat's solution

**1106.**
2219B1
**Unique Values (Easy version)** · Tutorial
Quality: 3,604 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
HusseinFarhat's solution

**1107.**
2219B2
**Unique Values (Hard version)** · Tutorial
Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
HusseinFarhat's solution

**1108.**
2214E
**Shortest Paths** · Tutorial
Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths
HusseinFarhat's solution

**1109.**
2214D
**Neural Feud** · Tutorial
Quality: 4,269 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: *special, strings
HusseinFarhat's solution

**1110.**
2214J
**Special Problem** · Tutorial
Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, games, interactive
HusseinFarhat's solution

**1111.**
2214B
**Are You Smiling?** · Tutorial
Quality: 6,563 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings
HusseinFarhat's solution

**1112.**
2214A
**Odd One Out** · Tutorial
Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation
HusseinFarhat's solution

**1113.**
2168B
**Locate** · Tutorial
Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
HusseinFarhat's solution

**1114.**
2168A1
**Encode and Decode (Easy Version)** · Tutorial
Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive
HusseinFarhat's solution

**1115.**
2168A2
**Encode and Decode (Hard Version)** · Tutorial
Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math
HusseinFarhat's solution

**1116.**
2095I
**Mysterious Script** · Tutorial
Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, number theory
HusseinFarhat's solution

**1117.**
2095G
**Definitely a Geometry Problem** · Tutorial
Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
HusseinFarhat's solution

**1118.**
2095D
**Where Am I?** · Tutorial
Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry
HusseinFarhat's solution

**1119.**
2095A
**Piecing It Together** · Tutorial
Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures
HusseinFarhat's solution

**1120.**
102767C
**Singhal and GCD** · Tutorial
Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1121.**
104784B1
**Beer Barrels** · Tutorial
Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
HusseinFarhat's solution

**1122.**
105319G
**Less is More** · Tutorial
Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1123.**
105319E
**Sorting Cards** · Tutorial
Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1124.**
105319J
**F Less Than G** · Tutorial
Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1125.**
105319C
**Leafilians** · Tutorial
Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1126.**
105319D
**Lazy Jaber** · Tutorial
Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1127.**
105319K
**CP and GIT** · Tutorial
Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1128.**
105319I
**The Math Guy** · Tutorial
Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1129.**
105319H
**Divide And Multiply** · Tutorial
Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1130.**
105319B
**Broken String** · Tutorial
Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1131.**
105319F
**We Want a Lesson** · Tutorial
Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1132.**
105309H
**Easy palindrome question** · Tutorial
Rating: — · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
HusseinFarhat's solution

**1133.**
105309J
**Red Pandatrees** · Tutorial
Rating: — · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
HusseinFarhat's solution

**1134.**
105309G
**Red Pandacakes** · Tutorial
Rating: — · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
HusseinFarhat's solution

**1135.**
105309E
**Red Pandaships** · Tutorial
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HusseinFarhat's solution

**1136.**
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**Cereal Grids III (Easy Version)** · Tutorial
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**1138.**
105309C
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**1139.**
105309B
**Simple Arrays** · Tutorial
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HusseinFarhat's solution

**1140.**
105309A
**World's Hardest Math Problem II** · Tutorial
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HusseinFarhat's solution

**1141.**
105190G
**Da7doo7** · Tutorial
Rating: — · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —
HusseinFarhat's solution

**1142.**
105190M
**Ali and BOX** · Tutorial
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HusseinFarhat's solution

**1143.**
105190D
**Math Game** · Tutorial
Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1144.**
105190C
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HusseinFarhat's solution

**1145.**
105190H
**How Ali Sees Black** · Tutorial
Rating: — · first AC: 2024-08-03 · Python 3 (first AC) · Tags: —
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**1146.**
105190E
**Hard Test** · Tutorial
Rating: — · first AC: 2024-08-03 · Python 3 (first AC) · Tags: —
HusseinFarhat's solution

**1147.**
105264I
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Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1148.**
105264H
**Good Array** · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1149.**
105264D
**Make It Minimum** · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1150.**
105264J
**Game of Primes** · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1151.**
105264K
**Minimum Sum** · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1152.**
105264M
**Kaaa** · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1153.**
105242L
**Median of the Array** · Tutorial
Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1154.**
105242C
**Powerful String** · Tutorial
Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1155.**
105242A
**Prefix GCD** · Tutorial
Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1156.**
105242D
**You Have Been Grid Squared** · Tutorial
Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1157.**
105242M
**Taim and Zingers** · Tutorial
Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1158.**
105242J
**The Square Game** · Tutorial
Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1159.**
105223G
**Subsubsequence** · Tutorial
Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1160.**
105223J
**Only Two** · Tutorial
Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1161.**
105223H
**Game with wife** · Tutorial
Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1162.**
105223N
**Larger but smaller!** · Tutorial
Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1163.**
105223I
**Fofo Loves Bitset** · Tutorial
Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1164.**
105223C
**Bit And Segment** · Tutorial
Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
HusseinFarhat's solution

**1165.**
1952B
**Is it stated?** · Tutorial
Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
HusseinFarhat's solution

**1166.**
1952A
**Are You a Robot, Again?** · Tutorial
Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings
HusseinFarhat's solution

**1167.**
1812E
**Not a Geometry Problem** · Tutorial
Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math
HusseinFarhat's solution

**1168.**
1812D
**Trivial Conjecture** · Tutorial
Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, math, number theory
HusseinFarhat's solution

**1169.**
1812J
**Unmysterious Language** · Tutorial
Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
HusseinFarhat's solution

**1170.**
1812B
**Was it Rated?** · Tutorial
Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation
HusseinFarhat's solution

**1171.**
1812A
**Are You a Robot?** · Tutorial
Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings
HusseinFarhat's solution