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Unique solved — Ichinoseyang

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

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Filters: none

Count: 1,429

1.

2208A

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Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)
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2.

2173A

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[Ichinoseyang's solution](#)

3.

2172A

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[Ichinoseyang's solution](#)

4.

2164A

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5.

2163A

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6.

2161A

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7.

2156A

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8.

2154A

[Notelock](#) · [Tutorial](#)

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9.

2160A

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10.

2153B

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11.

2153A

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12.

2145A

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13.

2155A

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14.

2152A

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15.

2146A

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16.

2147A

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17.

2148A

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18.

2148B

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19.

2136A

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20.

2134A

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21.

2133B

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22.

2133A

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23.

2132A

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24.

2131B

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25.

2131A

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26.

2130A

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27.

2128A

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28.

2125A

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29.

2122A

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30.

2126A

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31.

2126B

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32.

2124A

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33.

2119A

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34.

2057A

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35.

2123B

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36.

2123A

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37.

2113A

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38.

2112A

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39.

2121B

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40.

2121A

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41.

2118A

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42.

2117B

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43.

2117A

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44.

2111A

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45.

2116A

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46.

2114A

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47.

2110A

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48.

2109A

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49.

2107A

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50.

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51.

2108A

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52.

2103A

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53.

2096A

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54.

2094B

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55.

2094A

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56.

2093A

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57.

2084A

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58.

2086A

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59.

2092A

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60.

2091B

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2091A

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62.

2090A

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63.

2075A

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64.

2074B

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65.

2074A

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66.

2078A

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67.

2072A

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68.

2064A

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69.

2067A

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70.

2065B

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71.

2065A

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72.

2063A

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73.

2061A

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74.

2060A

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75.

2055A

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76.

2053A

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77.

2043A

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78.

2049A

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79.

2044A

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80.

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81.

2042A

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82.

2034A

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83.

2039A

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84.

2038N

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85.

2038J

[Waiting for...](#) · [Tutorial](#)

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86.

2037B

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87.

2037A

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88.

2031A

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89.

2036B

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90.

2036A

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91.

2029A

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92.

2035A

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93.

2033A

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94.

2032A

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95.

2024A

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96.

2030B

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97.

2030A

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98.

1891A

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99.

1849A

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100.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Ichinoseyang's solution](#)

101.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ichinoseyang's solution](#)

102.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Ichinoseyang's solution](#)

103.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Ichinoseyang's solution](#)

104.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[Ichinoseyang's solution](#)

105.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[Ichinoseyang's solution](#)

106.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ichinoseyang's solution](#)

107.

2013A

[Zhan's Blender](#) · [Tutorial](#)

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

[Ichinoseyang's solution](#)

108.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Ichinoseyang's solution](#)

109.

1644B

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

Quality: 21,324 global accepts · Rating: 800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Ichinoseyang's solution](#)

110.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ichinoseyang's solution](#)

111.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Ichinoseyang's solution](#)

112.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Ichinoseyang's solution](#)

113.

2008C

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

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Ichinoseyang's solution](#)

114.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[Ichinoseyang's solution](#)

115.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ichinoseyang's solution](#)

116.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Ichinoseyang's solution](#)

117.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,703 global accepts · Rating: 800 · first AC: 2023-12-09 · last AC: 2024-08-30 · GNU C11 (first AC) · Tags: brute force, greedy, sortings

[Ichinoseyang's solution](#)

118.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Ichinoseyang's solution](#)

119.

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Ichinoseyang's solution](#)

120.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ichinoseyang's solution](#)

121.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Ichinoseyang's solution](#)

122.

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Ichinoseyang's solution](#)

123.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ichinoseyang's solution](#)

124.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ichinoseyang's solution](#)

125.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Ichinoseyang's solution](#)

126.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Ichinoseyang's solution](#)

127.

2004A

[Closest Point](#) · [Tutorial](#)

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

[Ichinoseyang's solution](#)

128.

2000B

[Seating in a Bus](#) · [Tutorial](#)

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

[Ichinoseyang's solution](#)

129.

2000A

[Primary Task](#) · [Tutorial](#)

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

[Ichinoseyang's solution](#)

130.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Ichinoseyang's solution](#)

131.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ichinoseyang's solution](#)

132.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ichinoseyang's solution](#)

133.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ichinoseyang's solution](#)

134.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,960 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Ichinoseyang's solution](#)

135.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ichinoseyang's solution](#)

136.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,381 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Ichinoseyang's solution](#)

137.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Ichinoseyang's solution](#)

138.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ichinoseyang's solution](#)

139.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2024-07-26 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Ichinoseyang's solution](#)

140.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ichinoseyang's solution](#)

141.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Ichinoseyang's solution](#)

142.

1845A

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

Quality: 47,385 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Ichinoseyang's solution](#)

143.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Ichinoseyang's solution](#)

144.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ichinoseyang's solution](#)

145.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Ichinoseyang's solution](#)

146.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Ichinoseyang's solution](#)

147.

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Ichinoseyang's solution](#)

148.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,041 global accepts · Rating: 800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Ichinoseyang's solution](#)

149.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Ichinoseyang's solution](#)

150.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Ichinoseyang's solution](#)

151.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ichinoseyang's solution](#)

152.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ichinoseyang's solution](#)

153.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Ichinoseyang's solution](#)

154.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ichinoseyang's solution](#)

155.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Ichinoseyang's solution](#)

156.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ichinoseyang's solution](#)

157.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Ichinoseyang's solution](#)

158.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
[Ichinoseyang's solution](#)

159.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Ichinoseyang's solution](#)

160.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Ichinoseyang's solution](#)

161.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Ichinoseyang's solution](#)

162.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Ichinoseyang's solution](#)

163.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,459 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Ichinoseyang's solution](#)

164.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Ichinoseyang's solution](#)

165.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings
[Ichinoseyang's solution](#)

166.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[Ichinoseyang's solution](#)

167.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[Ichinoseyang's solution](#)

168.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,276 global accepts · Rating: 800 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[Ichinoseyang's solution](#)

169.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ichinoseyang's solution](#)

170.

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ichinoseyang's solution](#)

171.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Ichinoseyang's solution](#)

172.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ichinoseyang's solution](#)

173.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Ichinoseyang's solution](#)

174.

1971A

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

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Ichinoseyang's solution](#)

175.

1979A

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

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

[Ichinoseyang's solution](#)

176.

1980B

[Choosing Cubes](#) · [Tutorial](#)

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

[Ichinoseyang's solution](#)

177.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Ichinoseyang's solution](#)

178.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Ichinoseyang's solution](#)

179.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Ichinoseyang's solution](#)

180.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ichinoseyang's solution](#)

181.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Ichinoseyang's solution](#)

182.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Ichinoseyang's solution](#)

183.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[Ichinoseyang's solution](#)

184.

1974B

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

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Ichinoseyang's solution](#)

185.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,927 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ichinoseyang's solution](#)

186.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Ichinoseyang's solution](#)

187.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ichinoseyang's solution](#)

188.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ichinoseyang's solution](#)

189.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Ichinoseyang's solution](#)

190.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Ichinoseyang's solution](#)

191.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[Ichinoseyang's solution](#)

192.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Ichinoseyang's solution](#)

193.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Ichinoseyang's solution](#)

194.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Ichinoseyang's solution](#)

195.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Ichinoseyang's solution](#)

196.

1934A

[Too Min Too Max](#) · [Tutorial](#)

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

197.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Ichinoseyang's solution](#)

198.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[Ichinoseyang's solution](#)

199.

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichinoseyang's solution](#)

200.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-09 · GNU C11 (first AC) · Tags: implementation
[Ichinoseyang's solution](#)

201.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ichinoseyang's solution](#)

202.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,936 global accepts · Rating: 900 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Ichinoseyang's solution](#)

203.

2132B

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

Quality: 33,558 global accepts · Rating: 900 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[Ichinoseyang's solution](#)

204.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ichinoseyang's solution](#)

205.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Ichinoseyang's solution](#)

206.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ichinoseyang's solution](#)

207.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Ichinoseyang's solution](#)

208.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Ichinoseyang's solution](#)

209.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Ichinoseyang's solution](#)

210.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: math

[Ichinoseyang's solution](#)

211.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ichinoseyang's solution](#)

212.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Ichinoseyang's solution](#)

213.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[Ichinoseyang's solution](#)

214.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[Ichinoseyang's solution](#)

215.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Ichinoseyang's solution](#)

216.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Ichinoseyang's solution](#)

217.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Ichinoseyang's solution](#)

218.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ichinoseyang's solution](#)

219.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Ichinoseyang's solution](#)

220.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Ichinoseyang's solution](#)

221.

2013B

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

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

[Ichinoseyang's solution](#)

222.

2005A

[Simple Palindrome](#) · [Tutorial](#)

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Ichinoseyang's solution](#)

223.

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ichinoseyang's solution](#)

224.

2007B

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

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Ichinoseyang's solution](#)

225.

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Ichinoseyang's solution](#)

226.

1990A

[Submission Bait](#) · [Tutorial](#)

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

[Ichinoseyang's solution](#)

227.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[Ichinoseyang's solution](#)

228.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ichinoseyang's solution](#)

229.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Ichinoseyang's solution](#)

230.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ichinoseyang's solution](#)

231.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Ichinoseyang's solution](#)

232.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Ichinoseyang's solution](#)

233.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Ichinoseyang's solution](#)

234.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ichinoseyang's solution](#)

235.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,545 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Ichinoseyang's solution](#)

236.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: games

[Ichinoseyang's solution](#)

237.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ichinoseyang's solution](#)

238.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ichinoseyang's solution](#)

239.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ichinoseyang's solution](#)

240.

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Ichinoseyang's solution](#)

241.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,268 global accepts · Rating: 1000 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ichinoseyang's solution](#)

242.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Ichinoseyang's solution](#)

243.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Ichinoseyang's solution](#)

244.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Ichinoseyang's solution](#)

245.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Ichinoseyang's solution](#)

246.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[Ichinoseyang's solution](#)

247.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Ichinoseyang's solution](#)

248.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Ichinoseyang's solution](#)

249.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[Ichinoseyang's solution](#)

250.

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures
[Ichinoseyang's solution](#)

251.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Ichinoseyang's solution](#)

252.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Ichinoseyang's solution](#)

253.

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Ichinoseyang's solution](#)

254.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Ichinoseyang's solution](#)

255.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ichinoseyang's solution](#)

256.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[Ichinoseyang's solution](#)

257.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ichinoseyang's solution](#)

258.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ichinoseyang's solution](#)

259.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Ichinoseyang's solution](#)

260.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ichinoseyang's solution](#)

261.

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ichinoseyang's solution](#)

262.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ichinoseyang's solution](#)

263.

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ichinoseyang's solution](#)

264.

2004B

[Game with Doors](#) · [Tutorial](#)

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

265.

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[Ichinoseyang's solution](#)

266.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[Ichinoseyang's solution](#)

267.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[Ichinoseyang's solution](#)

268.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[Ichinoseyang's solution](#)

269.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Ichinoseyang's solution](#)

270.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Ichinoseyang's solution](#)

271.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[Ichinoseyang's solution](#)

272.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Ichinoseyang's solution](#)

273.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Ichinoseyang's solution](#)

274.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Ichinoseyang's solution](#)

275.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Ichinoseyang's solution](#)

276.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Ichinoseyang's solution](#)

277.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ichinoseyang's solution](#)

278.

1941B

[Rudolf and 121](#) · [Tutorial](#)

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

[Ichinoseyang's solution](#)

279.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[Ichinoseyang's solution](#)

280.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,692 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Ichinoseyang's solution](#)

281.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Ichinoseyang's solution](#)

282.

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ichinoseyang's solution](#)

283.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Ichinoseyang's solution](#)

284.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ichinoseyang's solution](#)

285.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ichinoseyang's solution](#)

286.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ichinoseyang's solution](#)

287.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ichinoseyang's solution](#)

288.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ichinoseyang's solution](#)

289.

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Ichinoseyang's solution](#)

290.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ichinoseyang's solution](#)

291.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ichinoseyang's solution](#)

292.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Ichinoseyang's solution](#)

293.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Ichinoseyang's solution](#)

294.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[Ichinoseyang's solution](#)

295.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Ichinoseyang's solution](#)

296.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Ichinoseyang's solution](#)

297.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Ichinoseyang's solution](#)

298.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ichinoseyang's solution](#)

299.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ichinoseyang's solution](#)

300.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,869 global accepts · Rating: 1100 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Ichinoseyang's solution](#)

301.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Ichinoseyang's solution](#)

302.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Ichinoseyang's solution](#)

303.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Ichinoseyang's solution](#)

304.

2078B

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

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Ichinoseyang's solution](#)

305.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Ichinoseyang's solution](#)

306.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Ichinoseyang's solution](#)

307.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Ichinoseyang's solution](#)

308.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ichinoseyang's solution](#)

309.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Ichinoseyang's solution](#)

310.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ichinoseyang's solution](#)

311.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ichinoseyang's solution](#)

312.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Ichinoseyang's solution](#)

313.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Ichinoseyang's solution](#)

314.

2036C

[Any and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Ichinoseyang's solution](#)

315.

2029B

[Replacement](#) · [Tutorial](#)

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

[Ichinoseyang's solution](#)

316.

2032B

[Medians](#) · [Tutorial](#)

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

[Ichinoseyang's solution](#)

317.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[Ichinoseyang's solution](#)

318.

2030C

[A TRUE Battle](#) · [Tutorial](#)

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

[Ichinoseyang's solution](#)

319.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,029 global accepts · Rating: 1100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[Ichinoseyang's solution](#)

320.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ichinoseyang's solution](#)

321.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, sortings

[Ichinoseyang's solution](#)

322.

2014C

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

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Ichinoseyang's solution](#)

323.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Ichinoseyang's solution](#)

324.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Ichinoseyang's solution](#)

325.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[Ichinoseyang's solution](#)

326.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[Ichinoseyang's solution](#)

327.

2004C

[Splitting Items](#) · [Tutorial](#)

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

328.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[Ichinoseyang's solution](#)

329.

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
[Ichinoseyang's solution](#)

330.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Ichinoseyang's solution](#)

331.

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
[Ichinoseyang's solution](#)

332.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Ichinoseyang's solution](#)

333.

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
[Ichinoseyang's solution](#)

334.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Ichinoseyang's solution](#)

335.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[Ichinoseyang's solution](#)

336.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

greedy, math, two pointers

[Ichinoseyang's solution](#)

337.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Ichinoseyang's solution](#)

338.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[Ichinoseyang's solution](#)

339.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Ichinoseyang's solution](#)

340.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Ichinoseyang's solution](#)

341.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Ichinoseyang's solution](#)

342.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ichinoseyang's solution](#)

343.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ichinoseyang's solution](#)

344.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Ichinoseyang's solution](#)

345.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Ichinoseyang's solution](#)

346.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[Ichinoseyang's solution](#)

347.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ichinoseyang's solution](#)

348.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ichinoseyang's solution](#)

349.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ichinoseyang's solution](#)

350.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ichinoseyang's solution](#)

351.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Ichinoseyang's solution](#)

352.

2136C

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

Rating: 1200 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Ichinoseyang's solution](#)

353.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Ichinoseyang's solution](#)

354.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ichinoseyang's solution](#)

355.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ichinoseyang's solution](#)

356.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Ichinoseyang's solution](#)

357.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

358.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Ichinoseyang's solution](#)

359.

2123D

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

Quality: 21,892 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Ichinoseyang's solution](#)

360.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Ichinoseyang's solution](#)

361.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ichinoseyang's solution](#)

362.

2118B

[Make It Permutation](#) · [Tutorial](#)

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ichinoseyang's solution](#)

363.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[Ichinoseyang's solution](#)

364.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Ichinoseyang's solution](#)

365.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Ichinoseyang's solution](#)

366.

2094E

[Bonca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Ichinoseyang's solution](#)

367.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ichinoseyang's solution](#)

368.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Ichinoseyang's solution](#)

369.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Ichinoseyang's solution](#)

370.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ichinoseyang's solution](#)

371.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[Ichinoseyang's solution](#)

372.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ichinoseyang's solution](#)

373.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Ichinoseyang's solution](#)

374.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Ichinoseyang's solution](#)

375.

2050C

[Uninteresting Number](#) · [Tutorial](#)

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Ichinoseyang's solution](#)

376.

2046A

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

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ichinoseyang's solution](#)

377.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Ichinoseyang's solution](#)

378.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Ichinoseyang's solution](#)

379.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Ichinoseyang's solution](#)

380.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Ichinoseyang's solution](#)

381.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Ichinoseyang's solution](#)

382.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Ichinoseyang's solution](#)

383.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Ichinoseyang's solution](#)

384.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Ichinoseyang's solution](#)

385.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Ichinoseyang's solution](#)

386.

1875B

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

Rating: 1200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Ichinoseyang's solution](#)

387.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[Ichinoseyang's solution](#)

388.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Ichinoseyang's solution](#)

389.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Ichinoseyang's solution](#)

390.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Ichinoseyang's solution](#)

391.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ichinoseyang's solution](#)

392.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Ichinoseyang's solution](#)

393.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Ichinoseyang's solution](#)

394.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 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

[Ichinoseyang's solution](#)

395.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Ichinoseyang's solution](#)

396.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Ichinoseyang's solution](#)

397.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[Ichinoseyang's solution](#)

398.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Ichinoseyang's solution](#)

399.

466A

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Quality: 77,032 global accepts · Rating: 1200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ichinoseyang's solution](#)

400.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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401.

1979C

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Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Ichinoseyang's solution](#)

402.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Ichinoseyang's solution](#)

403.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Ichinoseyang's solution](#)

404.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Ichinoseyang's solution](#)

405.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,207 global accepts · Rating: 1200 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, sortings

[Ichinoseyang's solution](#)

406.

1954C

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Quality: 22,749 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ichinoseyang's solution](#)

407.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ichinoseyang's solution](#)

408.

1945C

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Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ichinoseyang's solution](#)

409.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[Ichinoseyang's solution](#)

410.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[Ichinoseyang's solution](#)

411.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Ichinoseyang's solution](#)

412.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[Ichinoseyang's solution](#)

413.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks
[Ichinoseyang's solution](#)

414.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[Ichinoseyang's solution](#)

415.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[Ichinoseyang's solution](#)

416.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
[Ichinoseyang's solution](#)

417.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms
[Ichinoseyang's solution](#)

418.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[Ichinoseyang's solution](#)

419.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ichinoseyang's solution](#)

420.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ichinoseyang's solution](#)

421.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Ichinoseyang's solution](#)

422.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,213 global accepts · Rating: 1300 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Ichinoseyang's solution](#)

423.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[Ichinoseyang's solution](#)

424.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Ichinoseyang's solution](#)

425.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ichinoseyang's solution](#)

426.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Ichinoseyang's solution](#)

427.

2086C

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

Quality: 16,129 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

[Ichinoseyang's solution](#)

428.

2091E

[Interesting Ratio](#) · [Tutorial](#)

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[Ichinoseyang's solution](#)

429.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Ichinoseyang's solution](#)

430.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ichinoseyang's solution](#)

431.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[Ichinoseyang's solution](#)

432.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[Ichinoseyang's solution](#)

433.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[Ichinoseyang's solution](#)

434.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[Ichinoseyang's solution](#)

435.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
[Ichinoseyang's solution](#)

436.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings
[Ichinoseyang's solution](#)

437.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[Ichinoseyang's solution](#)

438.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[Ichinoseyang's solution](#)

439.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices
[Ichinoseyang's solution](#)

440.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Ichinoseyang's solution](#)

441.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Ichinoseyang's solution](#)

442.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ichinoseyang's solution](#)

443.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Ichinoseyang's solution](#)

444.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Ichinoseyang's solution](#)

445.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ichinoseyang's solution](#)

446.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ichinoseyang's solution](#)

447.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Ichinoseyang's solution](#)

448.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[Ichinoseyang's solution](#)

449.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ichinoseyang's solution](#)

450.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[Ichinoseyang's solution](#)

451.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Ichinoseyang's solution](#)

452.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy
[Ichinoseyang's solution](#)

453.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[Ichinoseyang's solution](#)

454.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, strings
[Ichinoseyang's solution](#)

455.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[Ichinoseyang's solution](#)

456.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[Ichinoseyang's solution](#)

457.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Ichinoseyang's solution](#)

458.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[Ichinoseyang's solution](#)

459.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[Ichinoseyang's solution](#)

460.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Ichinoseyang's solution](#)

461.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Ichinoseyang's solution](#)

462.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Ichinoseyang's solution](#)

463.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Ichinoseyang's solution](#)

464.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Ichinoseyang's solution](#)

465.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Ichinoseyang's solution](#)

466.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Ichinoseyang's solution](#)

467.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[Ichinoseyang's solution](#)

468.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Ichinoseyang's solution](#)

469.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Ichinoseyang's solution](#)

470.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Ichinoseyang's solution](#)

471.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Ichinoseyang's solution](#)

472.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Ichinoseyang's solution](#)

473.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Ichinoseyang's solution](#)

474.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Ichinoseyang's solution](#)

475.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Ichinoseyang's solution](#)

476.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[Ichinoseyang's solution](#)

477.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ichinoseyang's solution](#)

478.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Ichinoseyang's solution](#)

479.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Ichinoseyang's solution](#)

480.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Ichinoseyang's solution](#)

481.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Ichinoseyang's solution](#)

482.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Ichinoseyang's solution](#)

483.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ichinoseyang's solution](#)

484.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ichinoseyang's solution](#)

485.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Ichinoseyang's solution](#)

486.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[Ichinoseyang's solution](#)

487.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ichinoseyang's solution](#)

488.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Ichinoseyang's solution](#)

489.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-12 · last AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Ichinoseyang's solution](#)

490.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[Ichinoseyang's solution](#)

491.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Ichinoseyang's solution](#)

492.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,220 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Ichinoseyang's solution](#)

493.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Ichinoseyang's solution](#)

494.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Ichinoseyang's solution](#)

495.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Ichinoseyang's solution](#)

496.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Ichinoseyang's solution](#)

497.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Ichinoseyang's solution](#)

498.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ichinoseyang's solution](#)

499.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Ichinoseyang's solution](#)

500.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Ichinoseyang's solution](#)

501.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Ichinoseyang's solution](#)

502.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Ichinoseyang's solution](#)

503.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Ichinoseyang's solution](#)

504.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Ichinoseyang's solution](#)

505.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Ichinoseyang's solution](#)

506.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Ichinoseyang's solution](#)

507.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Ichinoseyang's solution](#)

508.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Ichinoseyang's solution](#)

509.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ichinoseyang's solution](#)

510.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[Ichinoseyang's solution](#)

511.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Ichinoseyang's solution](#)

512.

2000E

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

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

[Ichinoseyang's solution](#)

513.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Ichinoseyang's solution](#)

514.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Ichinoseyang's solution](#)

515.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Ichinoseyang's solution](#)

516.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Ichinoseyang's solution](#)

517.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Ichinoseyang's solution](#)

518.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ichinoseyang's solution](#)

519.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Ichinoseyang's solution](#)

520.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Ichinoseyang's solution](#)

521.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ichinoseyang's solution](#)

522.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ichinoseyang's solution](#)

523.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ichinoseyang's solution](#)

524.

1506D

[Epic Transformation](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ichinoseyang's solution](#)

525.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ichinoseyang's solution](#)

526.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ichinoseyang's solution](#)

527.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ichinoseyang's solution](#)

528.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ichinoseyang's solution](#)

529.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Ichinoseyang's solution](#)

530.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[Ichinoseyang's solution](#)

531.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ichinoseyang's solution](#)

532.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Ichinoseyang's solution](#)

533.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Ichinoseyang's solution](#)

534.

1972D1

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

Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ichinoseyang's solution](#)

535.

1972C

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

Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Ichinoseyang's solution](#)

536.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Ichinoseyang's solution](#)

537.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Ichinoseyang's solution](#)

538.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Ichinoseyang's solution](#)

539.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Ichinoseyang's solution](#)

540.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Ichinoseyang's solution](#)

541.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Ichinoseyang's solution](#)

542.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Ichinoseyang's solution](#)

543.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Ichinoseyang's solution](#)

544.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ichinoseyang's solution](#)

545.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Ichinoseyang's solution](#)

546.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Ichinoseyang's solution](#)

547.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Ichinoseyang's solution](#)

548.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Ichinoseyang's solution](#)

549.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Ichinoseyang's solution](#)

550.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Ichinoseyang's solution](#)

551.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[Ichinoseyang's solution](#)

552.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Ichinoseyang's solution](#)

553.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ichinoseyang's solution](#)

554.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Ichinoseyang's solution](#)

555.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Ichinoseyang's solution](#)

556.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Ichinoseyang's solution](#)

557.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ichinoseyang's solution](#)

558.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ichinoseyang's solution](#)

559.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Ichinoseyang's solution](#)

560.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Ichinoseyang's solution](#)

561.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Ichinoseyang's solution](#)

562.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Ichinoseyang's solution](#)

563.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ichinoseyang's solution](#)

564.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Ichinoseyang's solution](#)

565.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Ichinoseyang's solution](#)

566.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ichinoseyang's solution](#)

567.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[Ichinoseyang's solution](#)

568.

2008E

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

Quality: 13,228 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Ichinoseyang's solution](#)

569.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ichinoseyang's solution](#)

570.

2003D1

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

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

[Ichinoseyang's solution](#)

571.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Ichinoseyang's solution](#)

572.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Ichinoseyang's solution](#)

573.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Ichinoseyang's solution](#)

574.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Ichinoseyang's solution](#)

575.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Ichinoseyang's solution](#)

576.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Ichinoseyang's solution](#)

577.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Ichinoseyang's solution](#)

578.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Ichinoseyang's solution](#)

579.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Ichinoseyang's solution](#)

580.

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Ichinoseyang's solution](#)

581.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ichinoseyang's solution](#)

582.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Ichinoseyang's solution](#)

583.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[Ichinoseyang's solution](#)

584.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[Ichinoseyang's solution](#)

585.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[Ichinoseyang's solution](#)

586.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[Ichinoseyang's solution](#)

587.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Ichinoseyang's solution](#)

588.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Ichinoseyang's solution](#)

589.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[Ichinoseyang's solution](#)

590.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Ichinoseyang's solution](#)

591.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Ichinoseyang's solution](#)

592.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Ichinoseyang's solution](#)

593.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Ichinoseyang's solution](#)

594.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Ichinoseyang's solution](#)

595.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Ichinoseyang's solution](#)

596.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Ichinoseyang's solution](#)

597.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Ichinoseyang's solution](#)

598.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[Ichinoseyang's solution](#)

599.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Ichinoseyang's solution](#)

600.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Ichinoseyang's solution](#)

601.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Ichinoseyang's solution](#)

602.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Ichinoseyang's solution](#)

603.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Ichinoseyang's solution](#)

604.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Ichinoseyang's solution](#)

605.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Ichinoseyang's solution](#)

606.

931E

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities

[Ichinoseyang's solution](#)

607.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Ichinoseyang's solution](#)

608.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ichinoseyang's solution](#)

609.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[Ichinoseyang's solution](#)

610.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation

[Ichinoseyang's solution](#)

611.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Ichinoseyang's solution](#)

612.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Ichinoseyang's solution](#)

613.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[Ichinoseyang's solution](#)

614.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Ichinoseyang's solution](#)

615.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Ichinoseyang's solution](#)

616.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Ichinoseyang's solution](#)

617.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Ichinoseyang's solution](#)

618.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Ichinoseyang's solution](#)

619.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Ichinoseyang's solution](#)

620.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ichinoseyang's solution](#)

621.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[Ichinoseyang's solution](#)

622.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: math
[Ichinoseyang's solution](#)

623.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Ichinoseyang's solution](#)

624.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1600 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Ichinoseyang's solution](#)

625.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: math
[Ichinoseyang's solution](#)

626.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ichinoseyang's solution](#)

627.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[Ichinoseyang's solution](#)

628.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[Ichinoseyang's solution](#)

629.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Ichinoseyang's solution](#)

630.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[Ichinoseyang's solution](#)

631.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Ichinoseyang's solution](#)

632.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[Ichinoseyang's solution](#)

633.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ichinoseyang's solution](#)

634.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Ichinoseyang's solution](#)

635.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation

[Ichinoseyang's solution](#)

636.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ichinoseyang's solution](#)

637.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Ichinoseyang's solution](#)

638.

2004D

[Colored Portals](#) · [Tutorial](#)

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

[Ichinoseyang's solution](#)

639.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[Ichinoseyang's solution](#)

640.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ichinoseyang's solution](#)

641.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Ichinoseyang's solution](#)

642.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[Ichinoseyang's solution](#)

643.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp
[Ichinoseyang's solution](#)

644.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[Ichinoseyang's solution](#)

645.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Ichinoseyang's solution](#)

646.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[Ichinoseyang's solution](#)

647.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2024-06-09 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Ichinoseyang's solution](#)

648.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[Ichinoseyang's solution](#)

649.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees
[Ichinoseyang's solution](#)

650.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
[Ichinoseyang's solution](#)

651.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers
[Ichinoseyang's solution](#)

652.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Ichinoseyang's solution](#)

653.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Ichinoseyang's solution](#)

654.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ichinoseyang's solution](#)

655.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ichinoseyang's solution](#)

656.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Ichinoseyang's solution](#)

657.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Ichinoseyang's solution](#)

658.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ichinoseyang's solution](#)

659.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ichinoseyang's solution](#)

660.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ichinoseyang's solution](#)

661.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Ichinoseyang's solution](#)

662.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Ichinoseyang's solution](#)

663.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Ichinoseyang's solution](#)

664.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Ichinoseyang's solution](#)

665.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Ichinoseyang's solution](#)

666.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Ichinoseyang's solution](#)

667.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Ichinoseyang's solution](#)

668.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Ichinoseyang's solution](#)

669.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Ichinoseyang's solution](#)

670.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ichinoseyang's solution](#)

671.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Ichinoseyang's solution](#)

672.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Ichinoseyang's solution](#)

673.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Ichinoseyang's solution](#)

674.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Ichinoseyang's solution](#)

675.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Ichinoseyang's solution](#)

676.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Ichinoseyang's solution](#)

677.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Ichinoseyang's solution](#)

678.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Ichinoseyang's solution](#)

679.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Ichinoseyang's solution](#)

680.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ichinoseyang's solution](#)

681.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Ichinoseyang's solution](#)

682.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings
[Ichinoseyang's solution](#)

683.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[Ichinoseyang's solution](#)

684.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees
[Ichinoseyang's solution](#)

685.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory
[Ichinoseyang's solution](#)

686.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, strings
[Ichinoseyang's solution](#)

687.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[Ichinoseyang's solution](#)

688.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Ichinoseyang's solution](#)

689.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[Ichinoseyang's solution](#)

690.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, trees
[Ichinoseyang's solution](#)

691.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[Ichinoseyang's solution](#)

692.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[Ichinoseyang's solution](#)

693.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[Ichinoseyang's solution](#)

694.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[Ichinoseyang's solution](#)

695.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Ichinoseyang's solution](#)

696.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[Ichinoseyang's solution](#)

697.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Ichinoseyang's solution](#)

698.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[Ichinoseyang's solution](#)

699.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
[Ichinoseyang's solution](#)

700.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[Ichinoseyang's solution](#)

701.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths
[Ichinoseyang's solution](#)

702.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Ichinoseyang's solution](#)

703.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Ichinoseyang's solution](#)

704.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ichinoseyang's solution](#)

705.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Ichinoseyang's solution](#)

706.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Ichinoseyang's solution](#)

707.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar

[Ichinoseyang's solution](#)

708.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Ichinoseyang's solution](#)

709.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Ichinoseyang's solution](#)

710.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Ichinoseyang's solution](#)

711.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[Ichinoseyang's solution](#)

712.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Ichinoseyang's solution](#)

713.

1210B

[Marcin and Training Camp](#) · [Tutorial](#)

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Ichinoseyang's solution](#)

714.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[Ichinoseyang's solution](#)

715.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[Ichinoseyang's solution](#)

716.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[Ichinoseyang's solution](#)

717.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Ichinoseyang's solution](#)

718.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[Ichinoseyang's solution](#)

719.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Ichinoseyang's solution](#)

720.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Ichinoseyang's solution](#)

721.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy

[Ichinoseyang's solution](#)

722.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[Ichinoseyang's solution](#)

723.

1985H1

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

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Ichinoseyang's solution](#)

724.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Ichinoseyang's solution](#)

725.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Ichinoseyang's solution](#)

726.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-07-22 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Ichinoseyang's solution](#)

727.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[Ichinoseyang's solution](#)

728.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ichinoseyang's solution](#)

729.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Ichinoseyang's solution](#)

730.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Ichinoseyang's solution](#)

731.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Ichinoseyang's solution](#)

732.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Ichinoseyang's solution](#)

733.

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ichinoseyang's solution](#)

734.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Ichinoseyang's solution](#)

735.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Ichinoseyang's solution](#)

736.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Ichinoseyang's solution](#)

737.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Ichinoseyang's solution](#)

738.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Ichinoseyang's solution](#)

739.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Ichinoseyang's solution](#)

740.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Ichinoseyang's solution](#)

741.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ichinoseyang's solution](#)

742.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Ichinoseyang's solution](#)

743.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ichinoseyang's solution](#)

744.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Ichinoseyang's solution](#)

745.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Ichinoseyang's solution](#)

746.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Ichinoseyang's solution](#)

747.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Ichinoseyang's solution](#)

748.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Ichinoseyang's solution](#)

749.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Ichinoseyang's solution](#)

750.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Ichinoseyang's solution](#)

751.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Ichinoseyang's solution](#)

752.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ichinoseyang's solution](#)

753.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[Ichinoseyang's solution](#)

754.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Ichinoseyang's solution](#)

755.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Ichinoseyang's solution](#)

756.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Ichinoseyang's solution](#)

757.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · last AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Ichinoseyang's solution](#)

758.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Ichinoseyang's solution](#)

759.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,596 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Ichinoseyang's solution](#)

760.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Ichinoseyang's solution](#)

761.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Ichinoseyang's solution](#)

762.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2025-07-04 · last AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Ichinoseyang's solution](#)

763.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-06-27 · last AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Ichinoseyang's solution](#)

764.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Ichinoseyang's solution](#)

765.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[Ichinoseyang's solution](#)

766.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Ichinoseyang's solution](#)

767.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[Ichinoseyang's solution](#)

768.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Ichinoseyang's solution](#)

769.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[Ichinoseyang's solution](#)

770.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Ichinoseyang's solution](#)

771.

2069D

[Palindrome Shuffle](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Ichinoseyang's solution](#)

772.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Ichinoseyang's solution](#)

773.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[Ichinoseyang's solution](#)

774.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Ichinoseyang's solution](#)

775.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Ichinoseyang's solution](#)

776.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Ichinoseyang's solution](#)

777.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Ichinoseyang's solution](#)

778.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ichinoseyang's solution](#)

779.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Ichinoseyang's solution](#)

780.

174C

[Range Increments](#) · [Tutorial](#)

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781.

700B

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782.

2039C2

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783.

201B

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784.

610C

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785.

847E

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786.

1254B1

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787.

2035D

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788.

1067B

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789.

1016C

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790.

2032D

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791.

358D

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792.

1904D2

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793.

238B

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794.

1030D

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795.

487A

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796.

743D

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797.

2025D

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[Ichinoseyang's solution](#)

798.

257C

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[Ichinoseyang's solution](#)

799.

2022C

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800.

1227D2

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801.

325B

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802.

363D

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803.

2020D

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804.

436C

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805.

1073C

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806.

2014E

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807.

2006B

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808.

2005C

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Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

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809.

2008G

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810.

1954D

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811.

1995C

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812.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

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813.

1845D

[Rating System](#) · [Tutorial](#)

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814.

1861D

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815.

1841C

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816.

1922E

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817.

1396B

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818.

1987D

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Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Ichinoseyang's solution](#)

819.

1328D

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Quality: 14,526 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

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820.

1923D

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Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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821.

1979D

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[Ichinoseyang's solution](#)

822.

1981C

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823.

1974E

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Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

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824.

1968F

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Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Ichinoseyang's solution](#)

825.

1966D

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Rating: 1800 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ichinoseyang's solution](#)

826.

173B

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Quality: 3,990 global accepts · Rating: 1800 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

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827.

2173D

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Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Ichinoseyang's solution](#)

828.

2157E

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Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Ichinoseyang's solution](#)

829.

2156D

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Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ichinoseyang's solution](#)

830.

2154D

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Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

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831.

2149F

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Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Ichinoseyang's solution](#)

832.

2138B

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Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
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833.

2137F

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Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

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834.

2133D

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Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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835.

1970B1

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836.

2131F

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Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

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837.

2129C1

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Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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838.

319B

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Quality: 4,747 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

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839.

2128E1

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

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840.

103C

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Quality: 1,049 global accepts · Rating: 1900 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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841.

746E

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842.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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843.

1718A2

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Quality: 5,912 global accepts · Rating: 1900 · first AC: 2025-07-04 · last AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Ichinoseyang's solution](#)

844.

1545B

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Quality: 6,763 global accepts · Rating: 1900 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

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845.

2121G

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Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Ichinoseyang's solution](#)

846.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Ichinoseyang's solution](#)

847.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Ichinoseyang's solution](#)

848.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Ichinoseyang's solution](#)

849.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

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850.

2093G

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Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Ichinoseyang's solution](#)

851.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ichinoseyang's solution](#)

852.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Ichinoseyang's solution](#)

853.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

854.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Ichinoseyang's solution](#)

855.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[Ichinoseyang's solution](#)

856.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-12 · last AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Ichinoseyang's solution](#)

857.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ichinoseyang's solution](#)

858.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ichinoseyang's solution](#)

859.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

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860.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, math

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861.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

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862.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Ichinoseyang's solution](#)

863.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Ichinoseyang's solution](#)

864.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Ichinoseyang's solution](#)

865.

931F

[Teodor is not a liar!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Ichinoseyang's solution](#)

866.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Ichinoseyang's solution](#)

867.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Ichinoseyang's solution](#)

868.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Ichinoseyang's solution](#)

869.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Ichinoseyang's solution](#)

870.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Ichinoseyang's solution](#)

871.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Ichinoseyang's solution](#)

872.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

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873.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Ichinoseyang's solution](#)

874.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

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875.

2029D

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Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

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876.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

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877.

2021C2

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Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

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878.

711D

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[Ichinoseyang's solution](#)

879.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, trees

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880.

599D

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Quality: 2,729 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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881.

2026D

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Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Ichinoseyang's solution](#)

882.

550D

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Quality: 3,781 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

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883.

811C

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Quality: 3,495 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

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884.

178C2

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Quality: 339 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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885.

757C

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886.

417D

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[Ichinoseyang's solution](#)

887.

2022D1

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[Ichinoseyang's solution](#)

888.

1482D

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Quality: 4,115 global accepts · Rating: 1900 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

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889.

558C

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890.

1677C

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891.

2019D

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[Ichinoseyang's solution](#)

892.

731F

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893.

1648C

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894.

2014H

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895.

2013D

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[Ichinoseyang's solution](#)

896.

1644E

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Quality: 3,490 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

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897.

2009G1

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[Ichinoseyang's solution](#)

898.

1918D

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899.

1902D

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[Ichinoseyang's solution](#)

900.

1902E

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Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[Ichinoseyang's solution](#)

901.

2001D

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Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Ichinoseyang's solution](#)

902.

2000F

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Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[Ichinoseyang's solution](#)

903.

1627D

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Quality: 9,370 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[Ichinoseyang's solution](#)

904.

2002D1

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Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[Ichinoseyang's solution](#)

905.

1998C

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Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation
[Ichinoseyang's solution](#)

906.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[Ichinoseyang's solution](#)

907.

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[Ichinoseyang's solution](#)

908.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[Ichinoseyang's solution](#)

909.

1946D

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Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
[Ichinoseyang's solution](#)

910.

1955G

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Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory
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911.

1949C

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Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Ichinoseyang's solution](#)

912.

1969D

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Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

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913.

1986F

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Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Ichinoseyang's solution](#)

914.

1994D

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Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

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915.

1922D

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Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Ichinoseyang's solution](#)

916.

1992F

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Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Ichinoseyang's solution](#)

917.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

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918.

5C

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Quality: 18,071 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Ichinoseyang's solution](#)

919.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

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920.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Ichinoseyang's solution](#)

921.

1977C

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Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

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922.

1974F

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Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Ichinoseyang's solution](#)

923.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

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924.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Ichinoseyang's solution](#)

925.

2172I

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Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry

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926.

2154C2

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Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Ichinoseyang's solution](#)

927.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

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928.

2140D

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[Ichinoseyang's solution](#)

929.

2138C2

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930.

2136E

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Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

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931.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

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932.

75D

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Quality: 2,052 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[Ichinoseyang's solution](#)

933.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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934.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games

[Ichinoseyang's solution](#)

935.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

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936.

242E

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Quality: 11,863 global accepts · Rating: 2000 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

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937.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

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938.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

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939.

1763C

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Quality: 7,800 global accepts · Rating: 2000 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Ichinoseyang's solution](#)

940.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

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941.

1613E

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Quality: 5,889 global accepts · Rating: 2000 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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942.

2103D

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Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

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943.

2096D

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Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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944.

1288E

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Quality: 4,017 global accepts · Rating: 2000 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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945.

1288D

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Quality: 8,287 global accepts · Rating: 2000 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

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946.

2085D

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Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[Ichinoseyang's solution](#)

947.

2075D

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Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Ichinoseyang's solution](#)

948.

2074F

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Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Ichinoseyang's solution](#)

949.

187C

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Quality: 1,579 global accepts · Rating: 2000 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu

[Ichinoseyang's solution](#)

950.

2073J

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Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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951.

818C

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Quality: 1,371 global accepts · Rating: 2000 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Ichinoseyang's solution](#)

952.

1612E

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Quality: 2,819 global accepts · Rating: 2000 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Ichinoseyang's solution](#)

953.

895C

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Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Ichinoseyang's solution](#)

954.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · last AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Ichinoseyang's solution](#)

955.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Ichinoseyang's solution](#)

956.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Ichinoseyang's solution](#)

957.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Ichinoseyang's solution](#)

958.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Ichinoseyang's solution](#)

959.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Ichinoseyang's solution](#)

960.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Ichinoseyang's solution](#)

961.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ichinoseyang's solution](#)

962.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ichinoseyang's solution](#)

963.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Ichinoseyang's solution](#)

964.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[Ichinoseyang's solution](#)

965.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, strings

[Ichinoseyang's solution](#)

966.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ichinoseyang's solution](#)

967.

2028D

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968.

814D

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969.

1280C

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970.

659F

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971.

515D

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972.

412D

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973.

1951D

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974.

178C3

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975.

641E

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976.

999F

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977.

1923E

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978.

1366D

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979.

2B

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980.

1131D

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981.

803E

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982.

2020E

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983.

975D

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984.

761E

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985.

2014F

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986.

380C

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987.

1320C

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988.

1438C

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989.

1294F

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990.

1976D

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991.

1984D

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992.

1987E

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993.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

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994.

1841D

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995.

1988D

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996.

1200E

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997.

1992G

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998.

1978E

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999.

2172K

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1000.

2163D1

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1001.

2161D

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1002.

2162F

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1003.

2159B

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2145E

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1005.

2152E

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[Ichinoseyang's solution](#)

1006.

2149G

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2150C

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1008.

2136F1

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1009.

1970B2

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1010.

1896E

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1011.

730C

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1012.

220C

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1013.

1626D

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1014.

802J2

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1015.

35E

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1016.

859E

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1017.

2124E

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1018.

2119D

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1019.

2123G

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1020.

2115B

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1021.

2107D

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1022.

1447E

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1023.

1271D

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1024.

2074G

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1025.

1832D1

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1027.

2037F

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1028.

1671E

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1029.

818F

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1030.

1886D

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2038K

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1032.

2038B

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1033.

1312E

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1034.

208E

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1035.

1005F

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1036.

797D

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1037.

1913D

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1038.

2051G

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1039.

2040E

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1040.

2046C

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1041.

2045I

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1948E

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1043.

1207F

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1044.

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1046.

1810E

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1047.

1254B2

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1048.

268E

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1049.

799D

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1050.

748E

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1051.

2005E1

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1052.

2008H

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1053.

1971H

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1054.

2003D2

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1055.

2000G

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2004E

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1057.

1998D

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1058.

1933F

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1059.

1975E

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1060.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Ichinoseyang's solution](#)

1061.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Ichinoseyang's solution](#)

1062.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Ichinoseyang's solution](#)

1063.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Ichinoseyang's solution](#)

1064.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Ichinoseyang's solution](#)

1065.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Ichinoseyang's solution](#)

1066.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Ichinoseyang's solution](#)

1067.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Ichinoseyang's solution](#)

1068.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Ichinoseyang's solution](#)

1069.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Ichinoseyang's solution](#)

1070.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Ichinoseyang's solution](#)

1071.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ichinoseyang's solution](#)

1072.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ichinoseyang's solution](#)

1073.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, sortings, trees

[Ichinoseyang's solution](#)**1074.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, trees

[Ichinoseyang's solution](#)**1075.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Ichinoseyang's solution](#)**1076.**

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Ichinoseyang's solution](#)**1077.**

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[Ichinoseyang's solution](#)**1078.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[Ichinoseyang's solution](#)**1079.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Ichinoseyang's solution](#)**1080.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Ichinoseyang's solution](#)**1081.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2025-06-29 · last AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[Ichinoseyang's solution](#)**1082.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Ichinoseyang's solution](#)

1083.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Ichinoseyang's solution](#)

1084.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Ichinoseyang's solution](#)

1085.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Ichinoseyang's solution](#)

1086.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Ichinoseyang's solution](#)

1087.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Ichinoseyang's solution](#)

1088.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[Ichinoseyang's solution](#)

1089.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Ichinoseyang's solution](#)

1090.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-04-23 · last AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Ichinoseyang's solution](#)

1091.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Ichinoseyang's solution](#)

1092.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ichinoseyang's solution](#)

1093.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-24 · last AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ichinoseyang's solution](#)

1094.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Ichinoseyang's solution](#)

1095.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Ichinoseyang's solution](#)

1096.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Ichinoseyang's solution](#)

1097.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Ichinoseyang's solution](#)

1098.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Ichinoseyang's solution](#)

1099.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1100.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Ichinoseyang's solution](#)

1101.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Ichinoseyang's solution](#)

1102.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ichinoseyang's solution](#)

1103.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Ichinoseyang's solution](#)

1104.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2025-01-29 · last AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Ichinoseyang's solution](#)

1105.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · last AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Ichinoseyang's solution](#)

1106.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Ichinoseyang's solution](#)

1107.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Ichinoseyang's solution](#)

1108.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Ichinoseyang's solution](#)

1109.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Ichinoseyang's solution](#)

1110.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Ichinoseyang's solution](#)

1111.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[Ichinoseyang's solution](#)

1112.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, implementation

[Ichinoseyang's solution](#)

1113.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[Ichinoseyang's solution](#)

1114.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[Ichinoseyang's solution](#)

1115.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Ichinoseyang's solution](#)

1116.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Ichinoseyang's solution](#)

1117.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Ichinoseyang's solution](#)

1118.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Ichinoseyang's solution](#)

1119.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Ichinoseyang's solution](#)

1120.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Ichinoseyang's solution](#)

1121.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Ichinoseyang's solution](#)

1122.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Ichinoseyang's solution](#)

1123.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Ichinoseyang's solution](#)

1124.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Ichinoseyang's solution](#)

1125.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Ichinoseyang's solution](#)

1126.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Ichinoseyang's solution](#)

1127.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Ichinoseyang's solution](#)

1128.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[Ichinoseyang's solution](#)

1129.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[Ichinoseyang's solution](#)

1130.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Ichinoseyang's solution](#)

1131.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Ichinoseyang's solution](#)

1132.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ichinoseyang's solution](#)

1133.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Ichinoseyang's solution](#)

1134.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Ichinoseyang's solution](#)

1135.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2025-07-25 · last AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[Ichinoseyang's solution](#)

1136.

111D

[Petya and Coloring](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Ichinoseyang's solution](#)

1137.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-07-05 · last AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Ichinoseyang's solution](#)

1138.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-10 · last AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Ichinoseyang's solution](#)

1139.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Ichinoseyang's solution](#)

1140.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Ichinoseyang's solution](#)

1141.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Ichinoseyang's solution](#)

1142.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Ichinoseyang's solution](#)

1143.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Ichinoseyang's solution](#)

1144.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Ichinoseyang's solution](#)

1145.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · last AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[Ichinoseyang's solution](#)

1146.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2025-05-06 · last AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[Ichinoseyang's solution](#)

1147.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Ichinoseyang's solution](#)

1148.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Ichinoseyang's solution](#)

1149.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Ichinoseyang's solution](#)

1150.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Ichinoseyang's solution](#)

1151.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ichinoseyang's solution](#)

1152.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Ichinoseyang's solution](#)

1153.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Ichinoseyang's solution](#)

1154.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[Ichinoseyang's solution](#)

1155.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2025-03-08 · last AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Ichinoseyang's solution](#)

1156.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Ichinoseyang's solution](#)

1157.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,580 global accepts · Rating: 2300 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Ichinoseyang's solution](#)

1158.

845G

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

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[Ichinoseyang's solution](#)

1159.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Ichinoseyang's solution](#)

1160.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Ichinoseyang's solution](#)

1161.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Ichinoseyang's solution](#)

1162.

2021E1

[Digital Village \(Easy Version\) · Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Ichinoseyang's solution](#)

1163.

1706E

[Qpwoeirut and Vertices · Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Ichinoseyang's solution](#)

1164.

311E

[Biologist · Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Ichinoseyang's solution](#)

1165.

2028E

[Alice's Adventures in the Rabbit Hole · Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Ichinoseyang's solution](#)

1166.

558E

[A Simple Task · Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[Ichinoseyang's solution](#)

1167.

558D

[Guess Your Way Out! II · Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Ichinoseyang's solution](#)

1168.

2002E

[Cosmic Rays · Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Ichinoseyang's solution](#)

1169.

1995D

[Cases · Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Ichinoseyang's solution](#)

1170.

1933G

[Turtle Magic: Royal Turtle Shell Pattern · Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Ichinoseyang's solution](#)

1171.

2171H

[Shiori Miyagi and Maximum Array Score · Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Ichinoseyang's solution](#)

1172.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Ichinoseyang's solution](#)

1173.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft

[Ichinoseyang's solution](#)

1174.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Ichinoseyang's solution](#)

1175.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2025-07-31 · last AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Ichinoseyang's solution](#)

1176.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2025-07-26 · last AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, math, shortest paths

[Ichinoseyang's solution](#)

1177.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Ichinoseyang's solution](#)

1178.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2025-07-18 · last AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees

[Ichinoseyang's solution](#)

1179.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Ichinoseyang's solution](#)

1180.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2025-07-14 · last AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Ichinoseyang's solution](#)

1181.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Ichinoseyang's solution](#)

1182.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Ichinoseyang's solution](#)

1183.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Ichinoseyang's solution](#)

1184.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ichinoseyang's solution](#)

1185.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Ichinoseyang's solution](#)

1186.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Ichinoseyang's solution](#)

1187.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Ichinoseyang's solution](#)

1188.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[Ichinoseyang's solution](#)

1189.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Ichinoseyang's solution](#)

1190.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Ichinoseyang's solution](#)

1191.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and

similar, dsu, greedy, trees

[Ichinoseyang's solution](#)

1192.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Ichinoseyang's solution](#)

1193.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Ichinoseyang's solution](#)

1194.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Ichinoseyang's solution](#)

1195.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Ichinoseyang's solution](#)

1196.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Ichinoseyang's solution](#)

1197.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, greedy

[Ichinoseyang's solution](#)

1198.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Ichinoseyang's solution](#)

1199.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Ichinoseyang's solution](#)

1200.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Ichinoseyang's solution](#)

1201.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy, trees

[Ichinoseyang's solution](#)

1202.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Ichinoseyang's solution](#)

1203.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[Ichinoseyang's solution](#)

1204.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Ichinoseyang's solution](#)

1205.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Ichinoseyang's solution](#)

1206.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Ichinoseyang's solution](#)

1207.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Ichinoseyang's solution](#)

1208.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ichinoseyang's solution](#)

1209.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Ichinoseyang's solution](#)

1210.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Ichinoseyang's solution](#)

1211.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Ichinoseyang's solution](#)

1212.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Ichinoseyang's solution](#)

1213.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Ichinoseyang's solution](#)

1214.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[Ichinoseyang's solution](#)

1215.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Ichinoseyang's solution](#)

1216.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-15 · last AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Ichinoseyang's solution](#)

1217.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-05-09 · last AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Ichinoseyang's solution](#)

1218.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Ichinoseyang's solution](#)

1219.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Ichinoseyang's solution](#)

1220.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Ichinoseyang's solution](#)

1221.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Ichinoseyang's solution](#)

1222.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Ichinoseyang's solution](#)

1223.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Ichinoseyang's solution](#)

1224.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Ichinoseyang's solution](#)

1225.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ichinoseyang's solution](#)

1226.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Ichinoseyang's solution](#)

1227.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Ichinoseyang's solution](#)

1228.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ichinoseyang's solution](#)

1229.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Ichinoseyang's solution](#)

1230.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Ichinoseyang's solution](#)

1231.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Ichinoseyang's solution](#)

1232.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · last AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers
[Ichinoseyang's solution](#)

1233.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[Ichinoseyang's solution](#)

1234.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
[Ichinoseyang's solution](#)

1235.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[Ichinoseyang's solution](#)

1236.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math
[Ichinoseyang's solution](#)

1237.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[Ichinoseyang's solution](#)

1238.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[Ichinoseyang's solution](#)

1239.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees
[Ichinoseyang's solution](#)

1240.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[Ichinoseyang's solution](#)

1241.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Ichinoseyang's solution](#)**1242.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Ichinoseyang's solution](#)**1243.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Ichinoseyang's solution](#)**1244.**

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Ichinoseyang's solution](#)**1245.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Ichinoseyang's solution](#)**1246.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-03-14 · last AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Ichinoseyang's solution](#)**1247.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Ichinoseyang's solution](#)**1248.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Ichinoseyang's solution](#)**1249.**

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Ichinoseyang's solution](#)**1250.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Ichinoseyang's solution](#)

1251.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[Ichinoseyang's solution](#)

1252.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation
[Ichinoseyang's solution](#)

1253.

105761F

[Food Poisoning](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ichinoseyang's solution](#)

1254.

105292A

[Akari](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ichinoseyang's solution](#)

1255.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ichinoseyang's solution](#)

1256.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ichinoseyang's solution](#)

1257.

105385M

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

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ichinoseyang's solution](#)

1258.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ichinoseyang's solution](#)

1259.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
[Ichinoseyang's solution](#)

1260.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
[Ichinoseyang's solution](#)

1261.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive,

math

[Ichinoseyang's solution](#)

1262.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[Ichinoseyang's solution](#)

1263.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1264.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1265.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1266.

102992H

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

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1267.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1268.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1269.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1270.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1271.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1272.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1273.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · last AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1274.

105887G

[LCA \& MST](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1275.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1276.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1277.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1278.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1279.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1280.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1281.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1282.

105941E

[Sieve](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1283.

105941H

[h To q](#)

Rating: — · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1284.

105941G

[voutnag Y'rizE-Æ](#)

Rating: — · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1285.

105941F

[^TubNKi](#)

Rating: — · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1286.

105941J

[Ring Trick · Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1287.

105941D

[2025 · Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1288.

105941M

[jYU@jazz\[f-b](#)

Rating: — · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1289.

105992C

[TMEzTD](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1290.

105992E

[Djangle v. Tepca-Óg,,](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1291.

105992J

[u:Wtorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1292.

105992G

[w@5trial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1293.

105992A

[^•Rtorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1294.

105992I

[wTtorial](#)

Rating: — · first AC: 2025-07-19 · last AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1295.

105992H

[V b 112.5 Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1296.

105992D

[N to Szal](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1297.

105992M

[TIOJ h8](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1298.

105992K

[y^NKNbK](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1299.

105949F

[Inversion Pairs · Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1300.

105949I

[Essentially Different Suffixes · Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1301.

105949H

[Hututu · Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1302.

105949J

[Sichuan Provincial Contest · Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1303.

105949K

[Point Divide and Conquer · Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1304.

105949A

[Minimum Product · Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1305.

105945K

[Typewriter · Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1306.

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1307.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1308.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1309.

105945J

[Puzzle Competition](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1310.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1311.

105945H

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

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1312.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1313.

105977I

[Rip Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1314.

105977C

[N-OMap](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1315.

105977E

[Santab](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1316.

105977H

[Narcissus](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1317.

105977L

[Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1318.

105977J

[Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1319.

105977G

[Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1320.

105977K

[VERTeX](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1321.

105977M

[Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1322.

105901M

[Flight Tracker](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1323.

105901F

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1324.

105901G

[Path Summing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1325.

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1326.

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1327.

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1328.

105924B

[Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1329.

105924L

[Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1330.

105930E

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1331.

105928C

[Knight](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1332.

105891M

[Nightmare](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1333.

105930C

[Bracket Integer](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · last AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1334.

105928H

[An AtCoder-style Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1335.

105928B

[Adventure for Black](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1336.

105928K

[Pleasure of Hope](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1337.

105928L

[AL-1S](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1338.

105928F

[Where the West Wind Ends](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1339.

105928I

[FST: First Search Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1340.

105928A

[Balanced Eating](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1341.

105930I

[Square Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1342.

105930H

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1343.

105930G

[Assembly Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1344.

105930D

[Distributed System](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1345.

105930L

[Stella](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1346.

105930A

[Project Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1347.

105229C

[eāTupWāzÙg Os• W@](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1348.

105924E

[h N B r i d](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1349.

105924H

[s V y -- T u t o r i a l](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1350.

105924F

[^fuoš!~!!a](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1351.

105924I

[sVý--Tu0BIV](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1352.

105924K

[@Oaia8b](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1353.

105924G

[RTutorial](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1354.

105924A

[GD~EgqMO\[žšOE\]a](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1355.

105891F

[LOCK S · Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1356.

105891E

[Printer · Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1357.

105891C

[gcd · Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1358.

105386F

[Collect the Coins · Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1359.

105386H

[Subarray · Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1360.

105386L

[Trails · Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1361.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1362.

105891I

[magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1363.

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1364.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1365.

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1366.

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1367.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · last AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1368.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1369.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · last AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1370.

105229K

[eōQbrial](#)

Rating: — · first AC: 2025-05-04 · last AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1371.

105229G

[Clean EV[^]](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1372.

105229M

[NTQb4Y](#)

Rating: — · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1373.

105229L

[b1Eg1Wk](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1374.

105229A

[eãTuprQ-Üetp'h h<~ßçj](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1375.

105229J

[g%tE1ep^•R](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1376.

105229E

[eãTuprNöeå](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1377.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1378.

104460A

[Digit Mode](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1379.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1380.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1381.

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

[Ichinoseyang's solution](#)

1382.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1383.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1384.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1385.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1386.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1387.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · last AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1388.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1389.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1390.

105588M

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

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1391.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1392.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1393.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1394.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1395.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1396.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1397.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1398.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1399.

105657M

[Make It Divisible](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1400.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1401.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1402.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1403.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1404.

105423K

[n!Rtorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1405.

105336E

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1406.

105336D

[Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1407.

105336J

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1408.

105336G

[Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1409.

105336B

[Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1410.

105336K

[Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1411.

105336L

[Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1412.

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1413.

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1414.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1415.

104639I

[Pa?sWoRd](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1416.

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1417.

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1418.

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1419.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1420.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1421.

105158L

[Toxel N PCPC-III](#) [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1422.

105158M

[g e t t i n g](#) [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1423.

105158H

[Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1424.

105158K

[h N t e r i a l](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1425.

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1426.

105158J

[c R u n t i p](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1427.

105158B

[bk-Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1428.

105158F

[OTW&N2](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ichinoseyang's solution](#)

1429.

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Ichinoseyang's solution](#)