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Unique solved — Ignut

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

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

Filters: none

Count: 946

1.

2211A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)
[Ignut's solution](#)

2.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[Ignut's solution](#)

3.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [math](#), [number theory](#)
[Ignut's solution](#)

4.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[Ignut's solution](#)

5.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[Ignut's solution](#)

6.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[Ignut's solution](#)

7.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#)
[Ignut's solution](#)

8.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [games](#), [greedy](#), [math](#)
[Ignut's solution](#)

9.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · Rust 2021 (first AC) · Tags: greedy, sortings

[Ignut's solution](#)

10.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Ignut's solution](#)

11.

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

[Ignut's solution](#)

12.

2003A

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

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Ignut's solution](#)

13.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,433 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Ignut's solution](#)

14.

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

[Ignut's solution](#)

15.

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

[Ignut's solution](#)

16.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ignut's solution](#)

17.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,736 global accepts · Rating: 800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Ignut's solution](#)

18.

1985B

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

Quality: 56,775 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ignut's solution](#)

19.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,378 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Ignut's solution](#)

20.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Ignut's solution](#)

21.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ignut's solution](#)

22.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Ignut's solution](#)

23.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Ignut's solution](#)

24.

1894A

[Secret Sport](#) · [Tutorial](#)

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

[Ignut's solution](#)

25.

1884A

[Simple Design](#) · [Tutorial](#)

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

[Ignut's solution](#)

26.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,348 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ignut's solution](#)

27.

1867A

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

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

[Ignut's solution](#)

28.

1863A

[Channel](#) · [Tutorial](#)

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

[Ignut's solution](#)

29.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ignut's solution](#)

- 30.**
1862B
[Sequence Game](#) · [Tutorial](#)
Quality: 55,017 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Ignut's solution](#)
- 31.**
1862A
[Gift Carpet](#) · [Tutorial](#)
Quality: 36,267 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[Ignut's solution](#)
- 32.**
1729A
[Two Elevators](#) · [Tutorial](#)
Quality: 45,902 global accepts · Rating: 800 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ignut's solution](#)
- 33.**
1452A
[Robot Program](#) · [Tutorial](#)
Quality: 22,939 global accepts · Rating: 800 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ignut's solution](#)
- 34.**
1104A
[Splitting into digits](#) · [Tutorial](#)
Quality: 15,904 global accepts · Rating: 800 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Ignut's solution](#)
- 35.**
1176A
[Divide it!](#) · [Tutorial](#)
Quality: 24,981 global accepts · Rating: 800 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Ignut's solution](#)
- 36.**
1834A
[Unit Array](#) · [Tutorial](#)
Quality: 45,669 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Ignut's solution](#)
- 37.**
1832A
[New Palindrome](#) · [Tutorial](#)
Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Ignut's solution](#)
- 38.**
1806A
[Walking Master](#) · [Tutorial](#)
Quality: 43,479 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Ignut's solution](#)
- 39.**
1804A
[Lame King](#) · [Tutorial](#)
Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Ignut's solution](#)
- 40.**
1519B
[The Cake Is a Lie](#) · [Tutorial](#)
Quality: 33,399 global accepts · Rating: 800 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[Ignut's solution](#)

41.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ignut's solution](#)

42.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ignut's solution](#)

43.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Ignut's solution](#)

44.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,029 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Ignut's solution](#)

45.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Ignut's solution](#)

46.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Ignut's solution](#)

47.

1783A

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

Quality: 48,749 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[Ignut's solution](#)

48.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Ignut's solution](#)

49.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Ignut's solution](#)

50.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Ignut's solution](#)

51.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,485 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Ignut's solution](#)

52.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Ignut's solution](#)

53.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ignut's solution](#)

54.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Ignut's solution](#)

55.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ignut's solution](#)

56.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Ignut's solution](#)

57.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ignut's solution](#)

58.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Ignut's solution](#)

59.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ignut's solution](#)

60.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ignut's solution](#)

61.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ignut's solution](#)

62.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

number theory

[Ignut's solution](#)

63.

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ignut's solution](#)

64.

1713A

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

Quality: 22,818 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[Ignut's solution](#)

65.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ignut's solution](#)

66.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ignut's solution](#)

67.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ignut's solution](#)

68.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ignut's solution](#)

69.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Ignut's solution](#)

70.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Ignut's solution](#)

71.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ignut's solution](#)

72.

1705A

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

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ignut's solution](#)

- 73.**
1660B
[Vlad and Candies](#) · [Tutorial](#)
Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ignut's solution](#)
- 74.**
1703C
[Cypher](#) · [Tutorial](#)
Quality: 40,842 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Ignut's solution](#)
- 75.**
1703B
[ICPC Balloons](#) · [Tutorial](#)
Quality: 66,185 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Ignut's solution](#)
- 76.**
1703A
[YES or YES?](#) · [Tutorial](#)
Quality: 97,255 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Ignut's solution](#)
- 77.**
1515A
[Phoenix and Gold](#) · [Tutorial](#)
Quality: 21,129 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Ignut's solution](#)
- 78.**
1702B
[Polycarp Writes a String from Memory](#) · [Tutorial](#)
Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Ignut's solution](#)
- 79.**
1702A
[Round Down the Price](#) · [Tutorial](#)
Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Ignut's solution](#)
- 80.**
1701B
[Permutation](#) · [Tutorial](#)
Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Ignut's solution](#)
- 81.**
1701A
[Grass Field](#) · [Tutorial](#)
Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ignut's solution](#)
- 82.**
1699A
[The Third Three Number Problem](#) · [Tutorial](#)
Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Ignut's solution](#)
- 83.**
1698B
[Rising Sand](#) · [Tutorial](#)
Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Ignut's solution](#)

84.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[Ignut's solution](#)

85.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[Ignut's solution](#)

86.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[Ignut's solution](#)

87.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Ignut's solution](#)

88.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math
[Ignut's solution](#)

89.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Ignut's solution](#)

90.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games
[Ignut's solution](#)

91.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,987 global accepts · Rating: 800 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Ignut's solution](#)

92.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Ignut's solution](#)

93.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Ignut's solution](#)

94.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

sortings, two pointers

[Ignut's solution](#)

95.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,097 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Ignut's solution](#)

96.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ignut's solution](#)

97.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,634 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ignut's solution](#)

98.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[Ignut's solution](#)

99.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Ignut's solution](#)

100.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ignut's solution](#)

101.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[Ignut's solution](#)

102.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ignut's solution](#)

103.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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104.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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105.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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106.

1686A

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Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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107.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ignut's solution](#)

108.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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109.

1668A

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Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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110.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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111.

1661A

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Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ignut's solution](#)

112.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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113.

1607A

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Quality: 40,685 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ignut's solution](#)

114.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ignut's solution](#)

115.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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116.

1644B

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

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[Ignut's solution](#)

117.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ignut's solution](#)

118.

1658B

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

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Ignut's solution](#)

119.

1658A

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

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Ignut's solution](#)

120.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Ignut's solution](#)

121.

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Ignut's solution](#)

122.

1646B

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Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

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123.

1649A

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Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ignut's solution](#)

124.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ignut's solution](#)

125.

1657A

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[Ignut's solution](#)

126.

1654B

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[Ignut's solution](#)

127.

1654A

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Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Ignut's solution](#)

128.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ignut's solution](#)

129.

1650A

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Quality: 37,309 global accepts · Rating: 800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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130.

1651B

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Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ignut's solution](#)

131.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 800 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ignut's solution](#)

132.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

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[Ignut's solution](#)

133.

1634A

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134.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,069 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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135.

1631A

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Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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136.

1529A

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Quality: 31,026 global accepts · Rating: 800 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ignut's solution](#)

137.

1626A

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Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
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138.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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139.

1625A

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140.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ignut's solution](#)

141.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,283 global accepts · Rating: 800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math

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142.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ignut's solution](#)

143.

1612A

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[Ignut's solution](#)

144.

1616A

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Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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145.

1623A

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146.

1622A

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147.

1615A

[Closing The Gap](#) · [Tutorial](#)

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148.

1608A

[Find Array](#) · [Tutorial](#)

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149.

1591A

[Life of a Flower](#) · [Tutorial](#)

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150.

1619B

[Squares and Cubes](#) · [Tutorial](#)

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151.

1619A

[Square String?](#) · [Tutorial](#)

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152.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation

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153.

1617A

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154.

1618B

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[Ignut's solution](#)

155.

1618A

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156.

1611A

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[Ignut's solution](#)

157.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,918 global accepts · Rating: 800 · first AC: 2021-12-06 · Python 3 (first AC) · Tags: binary search, constructive algorithms, math

[Ignut's solution](#)

158.

1614A

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159.

1556A

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[Ignut's solution](#)

160.

1567A

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Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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161.

2042B

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

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[Ignut's solution](#)

162.

2035B

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Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ignut's solution](#)

163.

1990A

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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

[Ignut's solution](#)

164.

1927B

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Quality: 38,138 global accepts · Rating: 900 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

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165.

1985D

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

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166.

1918B

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Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Ignut's solution](#)

167.

1888A

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168.

549A

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Quality: 10,157 global accepts · Rating: 900 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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169.

1808A

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Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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170.

1806B

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171.

1582B

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Quality: 33,371 global accepts · Rating: 900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ignut's solution](#)

172.

1794B

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Quality: 39,884 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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173.

1768B

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174.

1747B

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175.

1737A

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176.

1726A

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Quality: 36,563 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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177.

1709B

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178.

1705B

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179.

1699B

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Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

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180.

1696B

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181.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,905 global accepts · Rating: 900 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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182.

1689B

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Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ignut's solution](#)

183.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,181 global accepts · Rating: 900 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Ignut's solution](#)

184.

1668B

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Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ignut's solution](#)

185.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ignut's solution](#)

186.

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ignut's solution](#)

187.

1650B

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Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ignut's solution](#)

188.

1610A

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Quality: 17,072 global accepts · Rating: 900 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ignut's solution](#)

189.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,956 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ignut's solution](#)

190.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 900 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ignut's solution](#)

191.

1591B

[Array Eversion](#) · [Tutorial](#)

Quality: 900 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Ignut's solution](#)

192.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ignut's solution](#)

193.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Ignut's solution](#)

194.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Ignut's solution](#)

195.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,918 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Ignut's solution](#)

196.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Ignut's solution](#)

197.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ignut's solution](#)

198.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,066 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ignut's solution](#)

199.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,364 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Ignut's solution](#)

200.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,112 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ignut's solution](#)

201.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ignut's solution](#)

202.

1894B

[Two Out of Three](#) · [Tutorial](#)

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

[Ignut's solution](#)

203.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ignut's solution](#)

204.

1877B

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

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

[Ignut's solution](#)

205.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ignut's solution](#)

206.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ignut's solution](#)

207.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ignut's solution](#)

208.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Ignut's solution](#)

209.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ignut's solution](#)

210.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ignut's solution](#)

211.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ignut's solution](#)

212.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Ignut's solution](#)

213.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ignut's solution](#)

214.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,613 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ignut's solution](#)

215.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Ignut's solution](#)

216.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,927 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Ignut's solution](#)

217.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Ignut's solution](#)

218.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ignut's solution](#)

219.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Ignut's solution](#)

220.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,047 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Ignut's solution](#)

221.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,321 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Ignut's solution](#)

222.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Ignut's solution](#)

223.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ignut's solution](#)

224.

1632B

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

Quality: 31,544 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Ignut's solution](#)

225.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,942 global accepts · Rating: 1000 · first AC: 2021-12-30 · Python 3 (first AC) · Tags: bitmasks

[Ignut's solution](#)

226.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Ignut's solution](#)

227.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,479 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Ignut's solution](#)

228.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ignut's solution](#)

229.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,039 global accepts · Rating: 1000 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Ignut's solution](#)

230.

2211B

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

Quality: 11,647 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Ignut's solution](#)

231.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,001 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ignut's solution](#)

232.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Ignut's solution](#)

233.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,574 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[Ignut's solution](#)

234.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[Ignut's solution](#)

235.

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
[Ignut's solution](#)

236.

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Ignut's solution](#)

237.

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
[Ignut's solution](#)

238.

1994B

[Fun Game](#) · [Tutorial](#)

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

239.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,563 global accepts · Rating: 1100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[Ignut's solution](#)

240.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[Ignut's solution](#)

241.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[Ignut's solution](#)

242.

1867B

[XOR Palindromes](#) · [Tutorial](#)

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

[Ignut's solution](#)

243.

1863C

[MEX Repetition](#) · [Tutorial](#)

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

[Ignut's solution](#)

244.

1863B

[Split Sort](#) · [Tutorial](#)

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

[Ignut's solution](#)

245.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Ignut's solution](#)

246.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[Ignut's solution](#)

247.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ignut's solution](#)

248.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,504 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[Ignut's solution](#)

249.

1826B

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

Quality: 28,174 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ignut's solution](#)

250.

1788B

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

Quality: 22,358 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Ignut's solution](#)

251.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,981 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Ignut's solution](#)

252.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ignut's solution](#)

253.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Ignut's solution](#)

254.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,854 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ignut's solution](#)

255.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Ignut's solution](#)

256.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ignut's solution](#)

257.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Ignut's solution](#)

258.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,416 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ignut's solution](#)

259.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ignut's solution](#)

260.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Ignut's solution](#)

261.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Ignut's solution](#)

262.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Ignut's solution](#)

263.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ignut's solution](#)

264.

1700B

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

Quality: 19,902 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Ignut's solution](#)

265.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ignut's solution](#)

266.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Ignut's solution](#)

267.

1656B

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

Quality: 26,810 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Ignut's solution](#)

268.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ignut's solution](#)

269.

1529B

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

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Ignut's solution](#)

270.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Ignut's solution](#)

271.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Ignut's solution](#)

272.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Ignut's solution](#)

273.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Ignut's solution](#)

274.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ignut's solution](#)

275.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Ignut's solution](#)

276.

2003C

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

Quality: 21,671 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Ignut's solution](#)

277.

1990B

[Array Craft](#) · [Tutorial](#)

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

[Ignut's solution](#)

278.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, trees

[Ignut's solution](#)

279.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[Ignut's solution](#)

280.

1352C

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

Quality: 69,781 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Ignut's solution](#)

281.

1985E

[Secret Box](#) · [Tutorial](#)

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

[Ignut's solution](#)

282.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Ignut's solution](#)

283.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Ignut's solution](#)

284.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Ignut's solution](#)

285.

1877C

[Joyboard](#) · [Tutorial](#)

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

[Ignut's solution](#)

286.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ignut's solution](#)

287.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ignut's solution](#)

288.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Ignut's solution](#)

289.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ignut's solution](#)

290.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,992 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ignut's solution](#)

291.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Ignut's solution](#)

292.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[Ignut's solution](#)

293.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ignut's solution](#)

294.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

sortings

[Ignut's solution](#)

295.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,673 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Ignut's solution](#)

296.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Ignut's solution](#)

297.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Ignut's solution](#)

298.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ignut's solution](#)

299.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ignut's solution](#)

300.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Ignut's solution](#)

301.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Ignut's solution](#)

302.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Ignut's solution](#)

303.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,591 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ignut's solution](#)

304.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ignut's solution](#)

305.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Ignut's solution](#)

306.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Ignut's solution](#)

307.

1679B

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

Quality: 27,437 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Ignut's solution](#)

308.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,141 global accepts · Rating: 1200 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Ignut's solution](#)

309.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Ignut's solution](#)

310.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Ignut's solution](#)

311.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Ignut's solution](#)

312.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings
[Ignut's solution](#)

313.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[Ignut's solution](#)

314.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,400 global accepts · Rating: 1200 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Ignut's solution](#)

315.

492B

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

Quality: 90,204 global accepts · Rating: 1200 · first AC: 2021-12-31 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, sortings
[Ignut's solution](#)

316.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Ignut's solution](#)

317.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Ignut's solution](#)

318.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[Ignut's solution](#)

319.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,120 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[Ignut's solution](#)

320.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[Ignut's solution](#)

321.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Ignut's solution](#)

322.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[Ignut's solution](#)

323.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[Ignut's solution](#)

324.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[Ignut's solution](#)

325.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Ignut's solution](#)

326.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ignut's solution](#)

327.

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

[Ignut's solution](#)

328.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ignut's solution](#)

329.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ignut's solution](#)

330.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ignut's solution](#)

331.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Ignut's solution](#)

332.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Ignut's solution](#)

333.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ignut's solution](#)

334.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Ignut's solution](#)

335.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Ignut's solution](#)

336.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ignut's solution](#)

337.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ignut's solution](#)

338.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ignut's solution](#)

339.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,531 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Ignut's solution](#)

340.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Ignut's solution](#)

341.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Ignut's solution](#)

342.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Ignut's solution](#)

343.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,654 global accepts · Rating: 1300 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Ignut's solution](#)

344.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Ignut's solution](#)

345.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[Ignut's solution](#)

346.

1602C

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

Rating: 1300 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[Ignut's solution](#)

347.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Ignut's solution](#)

348.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,055 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Ignut's solution](#)

349.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Ignut's solution](#)

350.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ignut's solution](#)

351.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ignut's solution](#)

352.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ignut's solution](#)

353.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ignut's solution](#)

354.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Ignut's solution](#)

355.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ignut's solution](#)

356.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Ignut's solution](#)

357.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Ignut's solution](#)

358.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Ignut's solution](#)

359.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1300 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Ignut's solution](#)

360.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Ignut's solution](#)

361.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Ignut's solution](#)

362.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[Ignut's solution](#)

363.

1591C

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

Rating: 1300 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ignut's solution](#)

364.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Ignut's solution](#)

365.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Ignut's solution](#)

366.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[Ignut's solution](#)

367.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[Ignut's solution](#)

368.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[Ignut's solution](#)

369.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[Ignut's solution](#)

370.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,670 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[Ignut's solution](#)

371.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[Ignut's solution](#)

372.

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[Ignut's solution](#)

373.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Ignut's solution](#)

374.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Ignut's solution](#)

375.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,978 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Ignut's solution](#)

376.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,470 global accepts · Rating: 1400 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[Ignut's solution](#)

377.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Ignut's solution](#)

378.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ignut's solution](#)

379.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Ignut's solution](#)

380.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Ignut's solution](#)

381.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ignut's solution](#)

382.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[Ignut's solution](#)

383.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Ignut's solution](#)

384.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ignut's solution](#)

385.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Ignut's solution](#)

386.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ignut's solution](#)

387.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ignut's solution](#)

388.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[Ignut's solution](#)

389.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Ignut's solution](#)

390.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Ignut's solution](#)

391.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Ignut's solution](#)

392.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Ignut's solution](#)

393.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,307 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Ignut's solution](#)

394.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[Ignut's solution](#)

395.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Ignut's solution](#)

396.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Ignut's solution](#)

397.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Ignut's solution](#)

398.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Ignut's solution](#)

399.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Ignut's solution](#)

400.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ignut's solution](#)

401.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,572 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Ignut's solution](#)

402.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Ignut's solution](#)

403.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, number theory

[Ignut's solution](#)

404.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Ignut's solution](#)

405.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Ignut's solution](#)

406.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Ignut's solution](#)

407.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Ignut's solution](#)

408.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ignut's solution](#)

409.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[Ignut's solution](#)

410.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ignut's solution](#)

411.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Ignut's solution](#)

412.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,778 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[Ignut's solution](#)

413.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Ignut's solution](#)

414.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ignut's solution](#)

415.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Ignut's solution](#)

416.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[Ignut's solution](#)

417.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[Ignut's solution](#)

418.

1690E

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

Quality: 16,991 global accepts · Rating: 1500 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[Ignut's solution](#)

419.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[Ignut's solution](#)

420.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,897 global accepts · Rating: 1500 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[Ignut's solution](#)

421.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[Ignut's solution](#)

422.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[Ignut's solution](#)

423.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory
[Ignut's solution](#)

424.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
[Ignut's solution](#)

425.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[Ignut's solution](#)

426.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Ignut's solution](#)

427.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Ignut's solution](#)

428.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Ignut's solution](#)

429.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,962 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Ignut's solution](#)

430.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Ignut's solution](#)

431.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ignut's solution](#)

432.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Ignut's solution](#)

433.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Ignut's solution](#)

434.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Ignut's solution](#)

435.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ignut's solution](#)

436.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[Ignut's solution](#)

437.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ignut's solution](#)

438.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,785 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ignut's solution](#)

439.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Ignut's solution](#)

440.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ignut's solution](#)

441.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Ignut's solution](#)

442.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Ignut's solution](#)

443.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Ignut's solution](#)

444.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ignut's solution](#)

445.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Ignut's solution](#)

446.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Ignut's solution](#)

447.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Ignut's solution](#)

448.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ignut's solution](#)

449.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Ignut's solution](#)

450.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Ignut's solution](#)

451.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Ignut's solution](#)

452.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,630 global accepts · Rating: 1600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Ignut's solution](#)

453.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Ignut's solution](#)

454.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ignut's solution](#)

455.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Ignut's solution](#)

456.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Ignut's solution](#)

457.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Ignut's solution](#)

458.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[Ignut's solution](#)

459.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[Ignut's solution](#)

460.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Ignut's solution](#)

461.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Ignut's solution](#)

462.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ignut's solution](#)

463.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ignut's solution](#)

464.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ignut's solution](#)

465.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ignut's solution](#)

466.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Ignut's solution](#)

467.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Ignut's solution](#)

468.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[Ignut's solution](#)

469.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Ignut's solution](#)

470.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[Ignut's solution](#)

471.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Ignut's solution](#)

472.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Ignut's solution](#)

473.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[Ignut's solution](#)

474.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[Ignut's solution](#)

475.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[Ignut's solution](#)

476.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[Ignut's solution](#)

477.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[Ignut's solution](#)

478.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Ignut's solution](#)

479.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Ignut's solution](#)

480.

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

[Ignut's solution](#)

481.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Ignut's solution](#)

482.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Ignut's solution](#)

483.

1995B2

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

Quality: 10,150 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

[Ignut's solution](#)

484.

1985H1

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

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Ignut's solution](#)

485.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Ignut's solution](#)

486.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ignut's solution](#)

487.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Ignut's solution](#)

488.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[Ignut's solution](#)

489.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[Ignut's solution](#)

490.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[Ignut's solution](#)

491.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1700 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees
[Ignut's solution](#)

492.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,904 global accepts · Rating: 1700 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers
[Ignut's solution](#)

493.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[Ignut's solution](#)

494.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[Ignut's solution](#)

495.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[Ignut's solution](#)

496.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[Ignut's solution](#)

497.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[Ignut's solution](#)

498.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: games

[Ignut's solution](#)

499.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Ignut's solution](#)

500.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Ignut's solution](#)

501.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Ignut's solution](#)

502.

1629D

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

Rating: 1700 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Ignut's solution](#)

503.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Ignut's solution](#)

504.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Ignut's solution](#)

505.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Ignut's solution](#)

506.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,212 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Ignut's solution](#)

507.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Ignut's solution](#)

508.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Ignut's solution](#)

509.

1592C

[Bakry and Partitioning · Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Ignut's solution](#)

510.

1660F1

[Promising String \(easy version\) · Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Ignut's solution](#)

511.

1699C

[The Third Problem · Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ignut's solution](#)

512.

1583C

[Omkar and Determination · Tutorial](#)

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Ignut's solution](#)

513.

1700C

[Helping the Nature · Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ignut's solution](#)

514.

1365D

[Solve The Maze · Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Ignut's solution](#)

515.

1695C

[Zero Path · Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Ignut's solution](#)

516.

1694D

[Fake Plastic Trees · Tutorial](#)

Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ignut's solution](#)

517.

1474C

[Array Destruction · Tutorial](#)

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Ignut's solution](#)

518.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[Ignut's solution](#)

519.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ignut's solution](#)

520.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Ignut's solution](#)

521.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Ignut's solution](#)

522.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Ignut's solution](#)

523.

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ignut's solution](#)

524.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Ignut's solution](#)

525.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Ignut's solution](#)

526.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Ignut's solution](#)

527.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Ignut's solution](#)

528.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Ignut's solution](#)

529.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · Rust 2021 (first AC) · Tags: greedy

[Ignut's solution](#)

530.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Ignut's solution](#)

531.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Ignut's solution](#)

532.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Ignut's solution](#)

533.

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

[Ignut's solution](#)

534.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,312 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Ignut's solution](#)

535.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Ignut's solution](#)

536.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Ignut's solution](#)

537.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,046 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[Ignut's solution](#)

538.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[Ignut's solution](#)

539.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy
[Ignut's solution](#)

540.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[Ignut's solution](#)

541.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[Ignut's solution](#)

542.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[Ignut's solution](#)

543.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Ignut's solution](#)

544.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[Ignut's solution](#)

545.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Ignut's solution](#)

546.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
[Ignut's solution](#)

547.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[Ignut's solution](#)

548.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Ignut's solution](#)

549.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ignut's solution](#)

550.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Ignut's solution](#)

551.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[Ignut's solution](#)

552.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ignut's solution](#)

553.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Ignut's solution](#)

554.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ignut's solution](#)

555.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Ignut's solution](#)

556.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings, strings

[Ignut's solution](#)

557.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Ignut's solution](#)

558.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Ignut's solution](#)

559.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Ignut's solution](#)

560.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ignut's solution](#)

561.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Ignut's solution](#)

562.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Ignut's solution](#)

563.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Ignut's solution](#)

564.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Ignut's solution](#)

565.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Ignut's solution](#)

566.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Ignut's solution](#)

567.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data

structures, dp, greedy, implementation

[Ignut's solution](#)

568.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ignut's solution](#)

569.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Ignut's solution](#)

570.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[Ignut's solution](#)

571.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Ignut's solution](#)

572.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Ignut's solution](#)

573.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Ignut's solution](#)

574.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Ignut's solution](#)

575.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Ignut's solution](#)

576.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Ignut's solution](#)

577.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Ignut's solution](#)

578.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Ignut's solution](#)

579.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ignut's solution](#)

580.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Ignut's solution](#)

581.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Ignut's solution](#)

582.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Ignut's solution](#)

583.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Ignut's solution](#)

584.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Ignut's solution](#)

585.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Ignut's solution](#)

586.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-01-06 · last AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Ignut's solution](#)

587.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Ignut's solution](#)

588.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Ignut's solution](#)

589.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ignut's solution](#)

590.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Ignut's solution](#)

591.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Ignut's solution](#)

592.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ignut's solution](#)

593.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Ignut's solution](#)

594.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Ignut's solution](#)

595.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Ignut's solution](#)

596.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1900 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dp, math, number theory

[Ignut's solution](#)

597.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ignut's solution](#)

598.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Ignut's solution](#)

599.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Ignut's solution](#)

600.

1717D

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601.

1031D

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Quality: 2,985 global accepts · Rating: 1900 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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602.

1242B

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603.

1729F

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604.

1739D

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605.

1656D

[K-good](#) · [Tutorial](#)

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606.

472D

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607.

1216E1

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608.

1307D

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609.

1715D

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610.

1494C

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611.

1512F

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612.

1467C

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613.

1714F

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614.

1704D

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615.

1661D

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616.

1700D

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617.

1365E

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618.

1644E

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619.

2215B

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620.

2096D

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Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
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621.

2135C

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622.

2129C2

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623.

2068J

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624.

2061E

[Kevin and And](#) · [Tutorial](#)

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625.

2055D

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626.

1994E

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627.

1894E

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

Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
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628.

1841D

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629.

1851G

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630.

1857G

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631.

1862G

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632.

1525C

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633.

1804D

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634.

1582E

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635.

1796D

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636.

1788D

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637.

1613E

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638.

1702G2

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1682D

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640.

1726D

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641.

1359D

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642.

1030E

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643.

1296E2

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644.

1634D

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645.

1624F

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646.

2150C

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647.

2135D1

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648.

2127E

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2061F1

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1392E

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1762D

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1684E

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620E

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660.

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662.

1808D

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1598E

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664.

1660F2

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665.

1365F

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666.

2144E1

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667.

2101C

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668.

2089C1

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669.

2030E

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670.

2018D

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671.

1991F

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672.

1985H2

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673.

1921G

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674.

1800G

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675.

47D

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676.

1736D

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677.

1737D

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Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

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678.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

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679.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

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680.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Ignut's solution](#)

681.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Ignut's solution](#)

682.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Ignut's solution](#)

683.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Ignut's solution](#)

684.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Ignut's solution](#)

685.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, interactive, shortest

paths

[Ignut's solution](#)

686.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Ignut's solution](#)

687.

1928E

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Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

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688.

652E

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Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Ignut's solution](#)

689.

1629E

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Rating: 2300 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Ignut's solution](#)

690.

1695D2

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Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ignut's solution](#)

691.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Ignut's solution](#)

692.

2122D

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Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Ignut's solution](#)

693.

1981D

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

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Ignut's solution](#)

694.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Ignut's solution](#)

695.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Ignut's solution](#)

696.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Ignut's solution](#)

697.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Ignut's solution](#)

698.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Ignut's solution](#)

699.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Ignut's solution](#)

700.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Ignut's solution](#)

701.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Ignut's solution](#)

702.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Ignut's solution](#)

703.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Ignut's solution](#)

704.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Ignut's solution](#)

705.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Ignut's solution](#)

706.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Ignut's solution](#)

707.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Ignut's solution](#)

708.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Ignut's solution](#)

709.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Ignut's solution](#)

710.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Ignut's solution](#)

711.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Ignut's solution](#)

712.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Ignut's solution](#)

713.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ignut's solution](#)

714.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ignut's solution](#)

715.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ignut's solution](#)

716.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ignut's solution](#)

717.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ignut's solution](#)

718.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ignut's solution](#)

719.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ignut's solution](#)

720.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ignut's solution](#)

721.

105284C

[Monkey Math Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ignut's solution](#)

722.

105284B

[Monkey Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ignut's solution](#)

723.

105284A

[P!=NP](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ignut's solution](#)

724.

105263D

[Pokémon Tazos](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ignut's solution](#)

725.

105263C

[VonitA Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ignut's solution](#)

726.

105236C

[BDCD\\$1Cä; C" CT@C`OCÔ4C,,8](#)

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ignut's solution](#)

727.

105236B

[AÔ00r4C, >D\\$@C,,FC BCT;DÄ=Cä5](#)

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ignut's solution](#)

728.

105236A

[B-00ÄsQR :Cä@CäBCα>CR CD ;Cä2C,,5](#)

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ignut's solution](#)

729.

105263E

[Painting Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ignut's solution](#)

730.

105263B

[Covering Holes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ignut's solution](#)

731.

105263A

[DDoS Attacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ignut's solution](#)

732.

105259C

[Parcel Post](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ignut's solution](#)

733.

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ignut's solution](#)

734.

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ignut's solution](#)

735.

105259B

[Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ignut's solution](#)

736.

105239H

[These Piles of Stones Again!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ignut's solution](#)

737.

105239E

[Rain](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ignut's solution](#)

738.

105239D

[Da Hong Pao](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ignut's solution](#)

739.

105239B

[Let Us Assemble a Portfolio Together](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ignut's solution](#)

740.

102498D

[Aö>0502 A C4>D =Cä9 C 0CtK](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ignut's solution](#)

741.

102498A

[Aö5Dö5D KC" =C >C 5C@](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ignut's solution](#)

742.

102498B

[Aö5Dö5C <C AD 8C\\$0](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ignut's solution](#)

743.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

744.

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

745.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

746.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

747.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

748.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

749.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

750.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

751.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

752.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

753.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

754.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

755.

105043E

[B460;CTACÔ8C=0 Bô=C=8](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

756.

105043C

[AÄDRA,,0CÔAC=8CR GC,,AC'0](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

757.

105043A

[Aö5D\\$@C, AD\\$@C =CÔKCR 7C ?D >D K](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

758.

105043D

[A\\$KDIOCD:C 4C\\$>C,,GCÔKDR OC ;Cä=DÂ =C ;D4=D0](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

759.

105043B

[ADZ0ä8D=D'9 Cö0D4: Cö;CTBE B Cö0D4BC,,=D0](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

760.

105051F

[A,,AC#D AD\\$2CT=CÔKC' 8CÔBCT;C'5C#B](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

761.

105051E

[B 70ä6CÔ0Dò 8C4@C](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

762.

105051D

[Aö8D'0CÄ8CD0](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

763.

105051C

[AÖ5CäiD'GCÖ0Dò HC ECÄ0D\\$=C O CD>D :C](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

764.

105051A

[ASKÖ#D K C" A,, A€](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

765.

105047B

[Equalizing · Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

766.

105047A

[Card Game · Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

767.

105047D

[Resto · Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

768.

105047C

[Rectangle · Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

769.

105046E

[XORradas · Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

770.

105046D

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

771.

105003F

[Erdős's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

772.

105003E

[To Play or Not to Play, That is the Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

773.

105003D

[Changes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

774.

105003B

[Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

775.

105003C

[Equipartition](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

776.

105003A

[Debugging Terence Tao's Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

777.

104973E

[Databases](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

778.

104973B

[Hats](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

779.

104973D

[Removals](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

780.

104973C

[Pepeland](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

781.

104973A

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

782.

104922G

[Space accident](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

783.

104922A

[You need to train more](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

784.

104916E

[BD=00D 8](#)

Rating: — · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

785.

104916D

[A=DCÄK, >C\\$KC' :CäB](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

786.

104916C

[CAT](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

787.

104916B

[A@C#3CÔ>CtK](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

788.

104916A

[A=DD=0E :C 4C`O C#>D\\$0](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

789.

104915D

[B,BOä@D°](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

790.

104915C

[ASKC\\$=Cr <D4ACä@C](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

791.

104915B

[A TD=0'ND\\$=Câ >D\\$=CäAC,,BCT;DÄ=Cä](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

792.

104915A

[B\\$@Cria Cä4C,,=](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

793.

104814C

[A70CÄäD°](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

794.

104814B

[A..ACö>Töç@,,BCT;DÄ ÄÄ Cä@D 5CäBCä@>>](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

795.

104814A

[A45CäaCTBD 8Dı5D :C,,9 DÖBDä4](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

796.

104814D

[A70D\\$D](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

797.

1048525

[Symmetric Sequences · Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

798.

1048524

[Fun Numbers · Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

799.

1048523

[Business Trips · Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

800.

1048522

[Vocabulary · Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

801.

1048521

[Rhombic Order · Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

802.

104845D

[AA5C400R](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

803.

104845C

[B 5D B ä @ C = C Ô K C ' 1 C , , 7 C Ô 5 D](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

804.

104845A

[A 5 > C D 1 C T @ C d 0 C Ô 8 C R 1 C ä 4 D > D B C €](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

805.

104789B

[Work, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

806.

104789A

[Fence Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

807.

104885E

[B T > D o s i D , 8 C R Ô E C ä @ C ä H C , , 5 C ô > C D > D \\$ @ C T 7 C ¢ 8](#)

Rating: — · first AC: 2023-12-20 · last AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

808.

104885D

[A \\$ @ C T ä D ò = C < C @ D 5](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

809.

104885C

[A ä G O T @ C T 4 C Ô 0 D ò 7 C 4 C G C = C : C ä = D B D C C ¢ B C , , 2](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

810.

104885B

[A ö > D i e C , , B C 9](#)

Rating: — · first AC: 2023-12-20 · last AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

811.

104885A

[A D 5 D \\$ 0 C ' 8 C , @ C T A D 4 @ D K](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

812.

104879A

[Coffee Cocktail](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

813.

1048535

[A ä G O T @ C T 4 C Ô 0 D ò 7 C 4 C G C ? D > C ¢ C C t = C T G C , , : C](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

814.

1048534

[AäGOT@CT4CÔ0Dò 7C 4C GC ?D > C,,3D C D :C <CÔOCÄ8](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

815.

1048533

[AäGOT@CT4CÔ0Dò 7C 4C GC ?D > Cò>C 5CDC CÔ0CB <Cä=D BD 0CÄ8](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

816.

1048532

[AäGOT@CT4CÔ0Dò 7C 4C GC ?D > DT>D >D,,8CR AD\\$@Cä:C€](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

817.

1048531

[AäGOT@CT4CÔ0Dò 7C 4C GC ?D > CÄ0D\\$5CÄ0D\\$8CαC](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

818.

1048294

[B\\$@CTCC4>C`LCÔKCR 7CÔ0Dt:C€](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

819.

1048293

[Aö>CòCò:C >C >CT2](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

820.

1048292

[A@CTAD\\$>Cä1D 0Ct=D`9 C CCÄ5D 0CÔ3](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

821.

1048291

[AäGOT@C" 1C ACα5D\\$1Cä;CP](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

822.

104836E

[A 3CTE Dti#](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

823.

104836D

[A.,40T0C`LCÔ0Dò BD4@CÔ8D =C O D 8D BCT<C](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

824.

104836C

[Aö@CT<DÄ5D 0](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

825.

104836B

[AttOaC45C08C](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

826.

104836A

[Bt8D0Ca 1CT;D'E C#2C 4D 0D\\$>C](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

827.

104677G

[Points Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

828.

104677E

[Coding Club](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

829.

104677F

[Etopika](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

830.

104677D

[Chase The Light](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

831.

104677C

[Darcy Parties](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

832.

104677B

[War on Two Fronts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

833.

104677A

[Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

834.

104699J

[Aa?CâC0KCR >C0KD\\$K](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

835.

104699B

[A#0CD@ C#2D'5 C05D 5D BC =C#2C#8](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

836.

104699H

[A@G@DCT@CT=Dd8Dö](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

837.

104699C

[A 0D10;2 D 5C ;DÄ=Cä< CÄ8D 5](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

838.

104699D

[A@C@!CTAD\\$=C O D 0D AC 4C=0](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

839.

104699E

[Bd5Cö=C O D 5C :Dd8Dö](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

840.

104699L

[A 5DQCä@Dô4C=8 C" C @C 8C'MCÔ4CP](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

841.

104699F

[B 00ÄKC' <C,.;D`9 CD>CÄ](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

842.

104699G

[Aô@CöD4;C=0 D C @C 8](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

843.

1044415

[Beware, Evil Numbers!](#) · Tutorial

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

844.

1044414

[Claims Processing](#) · Tutorial

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

845.

1044413

[Treasure Hunter](#) · Tutorial

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

846.

1044412

[Switching TV-Channels](#) · Tutorial

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

847.

1044411

[Long training](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[Ignut's solution](#)

848.

104605E

[Prision](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Ignut's solution](#)

849.

104605A

[Cuchicheo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Ignut's solution](#)

850.

104605B

[Goulash](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Ignut's solution](#)

851.

104604B

[Lightcycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[Ignut's solution](#)

852.

104604A

[Flechas](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[Ignut's solution](#)

853.

104597C

[Compuesto](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[Ignut's solution](#)

854.

104597B

[Petalos](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Ignut's solution](#)

855.

104597A

[Asientos](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Ignut's solution](#)

856.

104343E

[A 5D±0@CB 8 D\\$0C ;C,,FC @CT7D4;DÄBC BCà2](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

857.

104343G

[A 5D±0@CB 8 D 5D 8Dò ?CT=C ;DÄBC€](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

858.

104343C

[A 5D#C@CB 8 D 0Ct1Cä@C#8 C" AD\\$8C`5 Aô\\$Aà](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

859.

104264A

[Vowels · Tutorial](#)

Rating: — · first AC: 2023-03-30 · last AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

860.

104182A

[Universal Paperclips · Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

861.

104264F

[Online · Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

862.

104264H

[Best · Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

863.

104264D

[TheFool · Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

864.

104264B

[String · Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

865.

104264E

[Permutation · Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

866.

104264C

[Morco · Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

867.

104135E

[A#@Cän C, AD\\$@Cä:C](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

868.

104135D

[AD#CäDÀ](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

869.

104135C

[A@CãH C, CCD0C`5CÔ8Dð](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

870.

104135B

[A@CãH C, 1C,,BCä2D`5 Cä?CT@C FC,,8](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

871.

104135A

[A@CãH C, ?C @Cä;DÀ](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

872.

104195A

[A@CãH C, Ct0D`8D\\$K](#)

Rating: — · first AC: 2023-02-19 · last AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

873.

104195D

[B-50`4@CÔ0 D\\$@C =D ?Cä@D\\$5D](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

874.

104195C

[Connection with Eywa · Tutorial](#)

Rating: — · first AC: 2023-02-24 · last AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

875.

104195B

[A@CãH C = C" 1CT4CP](#)

Rating: — · first AC: 2023-02-20 · last AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

876.

100001A

[Theatre Square · Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

877.

104168F

[Proofy and the cat · Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

878.

104168E2

[Make Them Equivalent · Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

879.

104168D3

[Rotating Strings · Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

880.

104168E1

[Blips and Chitz](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

881.

104168D2

[Nested Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

882.

104168D4

[The Dilworth Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

883.

104168D1

[Looks Divisible To Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

884.

104168C4

[Polynomial Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

885.

104168C3

[Nested Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

886.

104168C2

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

887.

104168C1

[Sets and Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

888.

104168B2

[Mina and Ayman](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

889.

104168B1

[Longest Common Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

890.

104168A

[Divisor Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ignut's solution](#)

891.

104096E

[B4G0AD\\$>Cç=C 1CT@CT3D0](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

892.

104096C

[AöCD\\$5D,,5D BC\\$8CR HC ECÄ0D\\$=Cä3Cä :Cä=Dö](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

893.

104096B

[B\\$@CäD ?Cä@D\\$8D >C\\$:C 3D 0C\\$8Dö](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

894.

104096D

[B CCÄ@C@CÖKC' ,,ö](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

895.

104096A

[A@C@7CD=C,,GCÖKC' BCä@D](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

896.

1040333

[A@C@6C 2 CÄ0C40Ct8CÖ5](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

897.

1040332

[B5CÖBD 0C`LCÖKCR :C\\$0CD@C BD°](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

898.

1040331

[A:004CD,,:C 8 C=Ct=CTGC,,:](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

899.

1040343

[A`C@0CÖ0C ;Dä4C 5D" 7C :D47CÖ5Dt8C=CÖÄ8](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

900.

1040345

[A`C@0C@ ;Cä:C ;DÄ=C O D 5D\\$L CD8CÖ>Ct0C\\$@Cä2](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

901.

1040344

[A:CC0C, <C AD 8C](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

902.

1040342

[A:CC0C0>C=CC0CTB CD8C0>Ct0C\\$@Cä2](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

903.

1040341

[A:CC0C" :C,,=CäBCT0D\\$@CP](#)

Rating: — · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ignut's solution](#)

904.

1040353

[AD;C;C GC,,AC`0](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

905.

1040352

[B U0t=0äMD\\$0Cd=D`9 CD>CÀ](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

906.

1040351

[A\\$@CTaDò 2 D,,:Cä;CP](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

907.

1040364

[Aö70B6ÖKCR <D47D´:C ;DÄ=D´5 D 5D 2C,,AD°](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

908.

1040363

[A=DS;EÖ 8 C @C CctK](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

909.

1040362

[B U0D;D0D,,5CÖ=D`9 C=CC](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

910.

1040361

[B\\$@CTaC4>C`LCÖ8Cç 8Cr ?C ;CäGCT:](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

911.

103968H

[Janky Jaffa Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

912.

103968G

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913.

103968F

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914.

103968B

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915.

103968D

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916.

103968E

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917.

103968C

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918.

103968A

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919.

103476B

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920.

103476A

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921.

103455H

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Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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922.

103870E

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Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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923.

103870D

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Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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924.

103870B

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Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

925.

103870G

[XOR Fun](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

926.

1033824

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Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

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Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

928.

1033823

[A.T.C.D.01](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

929.

1033822

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Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

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Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

931.

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Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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932.

103455I

[Exiting the Maze](#) · [Tutorial](#)

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933.

103455E

[Ppopgj](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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934.

103455B

[Prize Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

935.

103809A

[Alineaciones](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

936.

1663C

[P Ö: Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[Ignut's solution](#)

937.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[Ignut's solution](#)

938.

103455F

[Maze Escape Pt. I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

939.

103455D

[Tug of War](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

940.

103455C

[Red Light Green Light](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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941.

103455A

[Fundraising the Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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942.

103464A

[Stegosauruses](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ignut's solution](#)

943.

1033854

[A and B](#)
`A and B = C, 5 D, 0 D < C B C <`

Rating: — · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

944.

1033853

[A and B](#)
`A and B = C, 5 D, 0 D < C B C <`

Rating: — · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

945.

1033852

[A and B](#)
`A and B = C, 5 D, 0 D < C B C <`

Rating: — · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)

946.

1033851

AaBbCcD :

Rating: — · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ignut's solution](#)