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Unique solved — Inkyo

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

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

Filters: none

Count: 1,357

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Inkyo's solution](#)

2.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,650 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Inkyo's solution](#)

3.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Inkyo's solution](#)

4.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[Inkyo's solution](#)

5.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Inkyo's solution](#)

6.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Inkyo's solution](#)

7.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[Inkyo's solution](#)

8.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,070 global accepts · Rating: 800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Inkyo's solution](#)

9.

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Inkyo's solution](#)

10.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Inkyo's solution](#)

11.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[Inkyo's solution](#)

12.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Inkyo's solution](#)

13.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,755 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[Inkyo's solution](#)

14.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Inkyo's solution](#)

15.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Inkyo's solution](#)

16.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Inkyo's solution](#)

17.

2143A

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18.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Inkyo's solution](#)

19.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,118 global accepts · Rating: 800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Inkyo's solution](#)

20.

2134A

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

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[Inkyo's solution](#)

21.

2133B

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Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Inkyo's solution](#)

22.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,971 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

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23.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,341 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Inkyo's solution](#)

24.

2131B

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

Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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25.

2131A

[Lever](#) · [Tutorial](#)

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[Inkyo's solution](#)

26.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Inkyo's solution](#)

27.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Inkyo's solution](#)

28.

2125A

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Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Inkyo's solution](#)

29.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Inkyo's solution](#)

30.

2126B

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

Quality: 37,694 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Inkyo's solution](#)

31.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Inkyo's solution](#)

32.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,200 global accepts · Rating: 800 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[Inkyo's solution](#)

33.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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34.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Inkyo's solution](#)

35.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Inkyo's solution](#)

36.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[Inkyo's solution](#)

37.

2107A

[LRC and VIP](#) · [Tutorial](#)

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[Inkyo's solution](#)

38.

2108A

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Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
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39.

2098A

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

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[Inkyo's solution](#)

40.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math
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41.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[Inkyo's solution](#)

42.

2096A

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Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Inkyo's solution](#)

43.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[Inkyo's solution](#)

44.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Inkyo's solution](#)

45.

2075A

[To Zero](#) · [Tutorial](#)

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[Inkyo's solution](#)

46.

2092A

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

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Inkyo's solution](#)

47.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Inkyo's solution](#)

48.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Inkyo's solution](#)

49.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Inkyo's solution](#)

50.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Inkyo's solution](#)

51.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Inkyo's solution](#)

52.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[Inkyo's solution](#)

53.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

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[Inkyo's solution](#)

54.

2062A

[String](#) · [Tutorial](#)

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[Inkyo's solution](#)

55.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[Inkyo's solution](#)

56.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Inkyo's solution](#)

57.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[Inkyo's solution](#)

58.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Inkyo's solution](#)

59.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,640 global accepts · Rating: 800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[Inkyo's solution](#)

60.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Inkyo's solution](#)

61.

2040A

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Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Inkyo's solution](#)

62.

2042A

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[Inkyo's solution](#)

63.

2039A

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Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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64.

2029A

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[Inkyo's solution](#)

65.

2032A

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Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Inkyo's solution](#)

66.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Inkyo's solution](#)

67.

2021A

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Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Inkyo's solution](#)

68.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Inkyo's solution](#)

69.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Inkyo's solution](#)

70.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Inkyo's solution](#)

71.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Inkyo's solution](#)

72.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Inkyo's solution](#)

73.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Inkyo's solution](#)

74.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[Inkyo's solution](#)

75.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[Inkyo's solution](#)

76.

2002A

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

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

77.

1998A

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

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

78.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Inkyo's solution](#)

79.

1999A

[A+B Again?](#) · [Tutorial](#)

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80.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,168 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Inkyo's solution](#)

81.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[Inkyo's solution](#)

82.

1991A

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Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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83.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Inkyo's solution](#)

84.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,379 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[Inkyo's solution](#)

85.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math

[Inkyo's solution](#)

86.

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

[Inkyo's solution](#)

87.

1992B

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88.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

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89.

1983A

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Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Inkyo's solution](#)

90.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Inkyo's solution](#)

91.

1982A

[Soccer](#) · [Tutorial](#)

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92.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[Inkyo's solution](#)

93.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Inkyo's solution](#)

94.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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95.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Inkyo's solution](#)

96.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Inkyo's solution](#)

97.

1984A

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

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98.

1979A

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

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99.

1980B

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Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: sortings

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100.

1980A

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

Quality: 47,596 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

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101.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Inkyo's solution](#)

102.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Inkyo's solution](#)

103.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Inkyo's solution](#)

104.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,198 global accepts · Rating: 800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: math

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105.

1974B

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Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

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106.

1974A

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Quality: 37,916 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Inkyo's solution](#)

107.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Inkyo's solution](#)

108.

1969A

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Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Inkyo's solution](#)

109.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Inkyo's solution](#)

110.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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111.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Inkyo's solution](#)

112.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Inkyo's solution](#)

113.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Inkyo's solution](#)

114.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Inkyo's solution](#)

115.

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

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116.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Inkyo's solution](#)

117.

1941A

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

Quality: 47,695 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Inkyo's solution](#)

118.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Inkyo's solution](#)

119.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Inkyo's solution](#)

120.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Inkyo's solution](#)

121.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[Inkyo's solution](#)

122.

1933A

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

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Inkyo's solution](#)

123.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Inkyo's solution](#)

124.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,193 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Inkyo's solution](#)

125.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[Inkyo's solution](#)

126.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Inkyo's solution](#)

127.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Inkyo's solution](#)

128.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math,

sortings

[Inkyo's solution](#)

129.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Inkyo's solution](#)

130.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[Inkyo's solution](#)

131.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Inkyo's solution](#)

132.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Inkyo's solution](#)

133.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Inkyo's solution](#)

134.

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Inkyo's solution](#)

135.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Inkyo's solution](#)

136.

1920A

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

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Inkyo's solution](#)

137.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,327 global accepts · Rating: 800 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Inkyo's solution](#)

138.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Inkyo's solution](#)

139.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Inkyo's solution](#)

140.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Inkyo's solution](#)

141.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[Inkyo's solution](#)

142.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,352 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[Inkyo's solution](#)

143.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

[Inkyo's solution](#)

144.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Inkyo's solution](#)

145.

1917A

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Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Inkyo's solution](#)

146.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Inkyo's solution](#)

147.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Inkyo's solution](#)

148.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Inkyo's solution](#)

149.

1903A

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Quality: 79,622 global accepts · Rating: 800 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Inkyo's solution](#)

150.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,090 global accepts · Rating: 800 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Inkyo's solution](#)

151.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,299 global accepts · Rating: 800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Inkyo's solution](#)

152.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Inkyo's solution](#)

153.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Inkyo's solution](#)

154.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Inkyo's solution](#)

155.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Inkyo's solution](#)

156.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Inkyo's solution](#)

157.

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Inkyo's solution](#)

158.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,100 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Inkyo's solution](#)

159.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,254 global accepts · Rating: 800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Inkyo's solution](#)

160.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, math

[Inkyo's solution](#)

161.

1878A

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

Quality: 78,666 global accepts · Rating: 800 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Inkyo's solution](#)

162.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Inkyo's solution](#)

163.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,992 global accepts · Rating: 800 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Inkyo's solution](#)

164.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 800 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Inkyo's solution](#)

165.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Inkyo's solution](#)

166.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Inkyo's solution](#)

167.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: implementation

[Inkyo's solution](#)

168.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: math

[Inkyo's solution](#)

169.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,455 global accepts · Rating: 800 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: implementation

[Inkyo's solution](#)

170.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,481 global accepts · Rating: 800 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: implementation

[Inkyo's solution](#)

171.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[Inkyo's solution](#)

172.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Inkyo's solution](#)

173.

2140B

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

Quality: 22,132 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[Inkyo's solution](#)

174.

2136B

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Quality: 20,930 global accepts · Rating: 900 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[Inkyo's solution](#)

175.

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math
[Inkyo's solution](#)

176.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Inkyo's solution](#)

177.

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings
[Inkyo's solution](#)

178.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Inkyo's solution](#)

179.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Inkyo's solution](#)

180.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[Inkyo's solution](#)

181.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Inkyo's solution](#)

182.

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Inkyo's solution](#)

183.

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Inkyo's solution](#)

184.

2005A

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

Quality: 26,245 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Inkyo's solution](#)

185.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Inkyo's solution](#)

186.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Inkyo's solution](#)

187.

1988A

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

Quality: 26,996 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Inkyo's solution](#)

188.

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Inkyo's solution](#)

189.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,407 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Inkyo's solution](#)

190.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Inkyo's solution](#)

191.

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Inkyo's solution](#)

192.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Inkyo's solution](#)

193.

1941C

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

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

194.

1927B

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

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Inkyo's solution](#)

195.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[Inkyo's solution](#)

196.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers
[Inkyo's solution](#)

197.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,084 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[Inkyo's solution](#)

198.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,378 global accepts · Rating: 900 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Inkyo's solution](#)

199.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Inkyo's solution](#)

200.

1900B

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

Quality: 20,470 global accepts · Rating: 900 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[Inkyo's solution](#)

201.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,681 global accepts · Rating: 900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: strings
[Inkyo's solution](#)

202.

1875A

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

Quality: 46,996 global accepts · Rating: 900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[Inkyo's solution](#)

203.

1878C

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

Quality: 57,645 global accepts · Rating: 900 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[Inkyo's solution](#)

204.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,903 global accepts · Rating: 1000 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings
[Inkyo's solution](#)

205.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Inkyo's solution](#)

206.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Inkyo's solution](#)

207.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,548 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Inkyo's solution](#)

208.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Inkyo's solution](#)

209.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[Inkyo's solution](#)

210.

2132C1

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

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Inkyo's solution](#)

211.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Inkyo's solution](#)

212.

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Inkyo's solution](#)

213.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Inkyo's solution](#)

214.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Inkyo's solution](#)

215.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Inkyo's solution](#)

216.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Inkyo's solution](#)

217.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Inkyo's solution](#)

218.

2005B1

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

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Inkyo's solution](#)

219.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Inkyo's solution](#)

220.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Inkyo's solution](#)

221.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Inkyo's solution](#)

222.

1998B

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

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

[Inkyo's solution](#)

223.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Inkyo's solution](#)

224.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Inkyo's solution](#)

225.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Inkyo's solution](#)

226.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Inkyo's solution](#)

227.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Inkyo's solution](#)

228.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Inkyo's solution](#)

229.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Inkyo's solution](#)

230.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Inkyo's solution](#)

231.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Inkyo's solution](#)

232.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Inkyo's solution](#)

233.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Inkyo's solution](#)

234.

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[Inkyo's solution](#)

235.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[Inkyo's solution](#)

236.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings
[Inkyo's solution](#)

237.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Inkyo's solution](#)

238.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,169 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[Inkyo's solution](#)

239.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · last AC: 2019-11-05 · GNU C++11 (first AC) · Tags: math
[Inkyo's solution](#)

240.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: implementation
[Inkyo's solution](#)

241.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Inkyo's solution](#)

242.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[Inkyo's solution](#)

243.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Inkyo's solution](#)

244.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Inkyo's solution](#)

245.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Inkyo's solution](#)

246.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Inkyo's solution](#)

247.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Inkyo's solution](#)

248.

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Inkyo's solution](#)

249.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,117 global accepts · Rating: 1100 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Inkyo's solution](#)

250.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Inkyo's solution](#)

251.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Inkyo's solution](#)

252.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Inkyo's solution](#)

253.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Inkyo's solution](#)

254.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Inkyo's solution](#)

255.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[Inkyo's solution](#)

256.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[Inkyo's solution](#)

257.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Inkyo's solution](#)

258.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[Inkyo's solution](#)

259.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[Inkyo's solution](#)

260.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[Inkyo's solution](#)

261.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Inkyo's solution](#)

262.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings
[Inkyo's solution](#)

263.

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Inkyo's solution](#)

264.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[Inkyo's solution](#)

265.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[Inkyo's solution](#)

266.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Inkyo's solution](#)

267.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Inkyo's solution](#)

268.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[Inkyo's solution](#)

269.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Inkyo's solution](#)

270.

1995B1

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

Quality: 20,985 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
[Inkyo's solution](#)

271.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Inkyo's solution](#)

272.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Inkyo's solution](#)

273.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,014 global accepts · Rating: 1100 · first AC: 2023-10-30 · last AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[Inkyo's solution](#)

274.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Inkyo's solution](#)

275.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Inkyo's solution](#)

276.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Inkyo's solution](#)

277.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Inkyo's solution](#)

278.

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Inkyo's solution](#)

279.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Inkyo's solution](#)

280.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Inkyo's solution](#)

281.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Inkyo's solution](#)

282.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Inkyo's solution](#)

283.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Inkyo's solution](#)

284.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[Inkyo's solution](#)

285.

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Inkyo's solution](#)

286.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[Inkyo's solution](#)

287.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Inkyo's solution](#)

288.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[Inkyo's solution](#)

289.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Inkyo's solution](#)

290.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Inkyo's solution](#)

291.

1873E

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

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-09-22 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Inkyo's solution](#)

292.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Inkyo's solution](#)

293.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Inkyo's solution](#)

294.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Inkyo's solution](#)

295.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Inkyo's solution](#)

296.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Inkyo's solution](#)

297.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,301 global accepts · Rating: 1200 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Inkyo's solution](#)

298.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Inkyo's solution](#)

299.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Inkyo's solution](#)

300.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Inkyo's solution](#)

301.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Inkyo's solution](#)

302.

2126D

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

Quality: 24,013 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Inkyo's solution](#)

303.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Inkyo's solution](#)

304.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Inkyo's solution](#)

305.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Inkyo's solution](#)

306.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Inkyo's solution](#)

307.

2092C

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

Quality: 22,582 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Inkyo's solution](#)

308.

2091D

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

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[Inkyo's solution](#)

309.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices
[Inkyo's solution](#)

310.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[Inkyo's solution](#)

311.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[Inkyo's solution](#)

312.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[Inkyo's solution](#)

313.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[Inkyo's solution](#)

314.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[Inkyo's solution](#)

315.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Inkyo's solution](#)

316.

2005B2

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

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Inkyo's solution](#)

317.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Inkyo's solution](#)

318.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Inkyo's solution](#)

319.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Inkyo's solution](#)

320.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[Inkyo's solution](#)

321.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Inkyo's solution](#)

322.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Inkyo's solution](#)

323.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Inkyo's solution](#)

324.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Inkyo's solution](#)

325.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Inkyo's solution](#)

326.

1982B

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

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Inkyo's solution](#)

327.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[Inkyo's solution](#)

328.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Inkyo's solution](#)

329.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Inkyo's solution](#)

330.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Inkyo's solution](#)

331.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Inkyo's solution](#)

332.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[Inkyo's solution](#)

333.

1941D

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

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[Inkyo's solution](#)

334.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Inkyo's solution](#)

335.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Inkyo's solution](#)

336.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

math, number theory, sortings

[Inkyo's solution](#)

337.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Inkyo's solution](#)

338.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,753 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Inkyo's solution](#)

339.

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Inkyo's solution](#)

340.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Inkyo's solution](#)

341.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Inkyo's solution](#)

342.

1909B

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

Quality: 30,964 global accepts · Rating: 1200 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Inkyo's solution](#)

343.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Inkyo's solution](#)

344.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Inkyo's solution](#)

345.

2187A

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

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Inkyo's solution](#)

346.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Inkyo's solution](#)

347.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Inkyo's solution](#)

348.

2145C

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

Quality: 15,401 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[Inkyo's solution](#)

349.

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[Inkyo's solution](#)

350.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Inkyo's solution](#)

351.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Inkyo's solution](#)

352.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Inkyo's solution](#)

353.

2129A

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

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Inkyo's solution](#)

354.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Inkyo's solution](#)

355.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Inkyo's solution](#)

356.

2118C

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

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[Inkyo's solution](#)

357.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Inkyo's solution](#)

358.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Inkyo's solution](#)

359.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[Inkyo's solution](#)

360.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Inkyo's solution](#)

361.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Inkyo's solution](#)

362.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Inkyo's solution](#)

363.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Inkyo's solution](#)

364.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Inkyo's solution](#)

365.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Inkyo's solution](#)

366.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Inkyo's solution](#)

367.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[Inkyo's solution](#)

368.

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
[Inkyo's solution](#)

369.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Inkyo's solution](#)

370.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[Inkyo's solution](#)

371.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[Inkyo's solution](#)

372.

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Inkyo's solution](#)

373.

1981B

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

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[Inkyo's solution](#)

374.

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[Inkyo's solution](#)

375.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[Inkyo's solution](#)

376.

1955C

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

Quality: 24,503 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Inkyo's solution](#)

377.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Inkyo's solution](#)

378.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[Inkyo's solution](#)

379.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[Inkyo's solution](#)

380.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[Inkyo's solution](#)

381.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[Inkyo's solution](#)

382.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[Inkyo's solution](#)

383.

1927D

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

Quality: 33,175 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[Inkyo's solution](#)

384.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[Inkyo's solution](#)

385.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[Inkyo's solution](#)

386.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force,

greedy

[Inkyo's solution](#)

387.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Inkyo's solution](#)

388.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Inkyo's solution](#)

389.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Inkyo's solution](#)

390.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Inkyo's solution](#)

391.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Inkyo's solution](#)

392.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Inkyo's solution](#)

393.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Inkyo's solution](#)

394.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Inkyo's solution](#)

395.

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Inkyo's solution](#)

396.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[Inkyo's solution](#)

397.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[Inkyo's solution](#)

398.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[Inkyo's solution](#)

399.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[Inkyo's solution](#)

400.

2131D

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

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees
[Inkyo's solution](#)

401.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[Inkyo's solution](#)

402.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Inkyo's solution](#)

403.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Inkyo's solution](#)

404.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1400 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
[Inkyo's solution](#)

405.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[Inkyo's solution](#)

406.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[Inkyo's solution](#)

407.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation
[Inkyo's solution](#)

408.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Inkyo's solution](#)

409.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[Inkyo's solution](#)

410.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[Inkyo's solution](#)

411.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[Inkyo's solution](#)

412.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers
[Inkyo's solution](#)

413.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[Inkyo's solution](#)

414.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
[Inkyo's solution](#)

415.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[Inkyo's solution](#)

416.

2000E

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

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
[Inkyo's solution](#)

417.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Inkyo's solution](#)

418.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[Inkyo's solution](#)

419.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[Inkyo's solution](#)

420.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Inkyo's solution](#)

421.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
[Inkyo's solution](#)

422.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[Inkyo's solution](#)

423.

1974C

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

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[Inkyo's solution](#)

424.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Inkyo's solution](#)

425.

1955D

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

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[Inkyo's solution](#)

426.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Inkyo's solution](#)

427.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Inkyo's solution](#)

428.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Inkyo's solution](#)

429.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · last AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Inkyo's solution](#)

430.

1931E

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

Quality: 25,728 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[Inkyo's solution](#)

431.

1927E

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Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Inkyo's solution](#)

432.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,660 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Inkyo's solution](#)

433.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Inkyo's solution](#)

434.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Inkyo's solution](#)

435.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Inkyo's solution](#)

436.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Inkyo's solution](#)

437.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Inkyo's solution](#)

438.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,543 global accepts · Rating: 1400 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Inkyo's solution](#)

439.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Inkyo's solution](#)

440.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Inkyo's solution](#)

441.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Inkyo's solution](#)

442.

1894C

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

Rating: 1400 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Inkyo's solution](#)

443.

1883F

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

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2023-10-23 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Inkyo's solution](#)

444.

1875C

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

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Inkyo's solution](#)

445.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Inkyo's solution](#)

446.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · last AC: 2019-11-05 · GNU C++11 (first AC) · Tags: greedy

[Inkyo's solution](#)

447.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Inkyo's solution](#)

448.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Inkyo's solution](#)

449.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Inkyo's solution](#)

450.

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Inkyo's solution](#)

451.

2146D1

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

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Inkyo's solution](#)

452.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Inkyo's solution](#)

453.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Inkyo's solution](#)

454.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Inkyo's solution](#)

455.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Inkyo's solution](#)

456.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Inkyo's solution](#)

457.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[Inkyo's solution](#)

458.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math
[Inkyo's solution](#)

459.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · last AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Inkyo's solution](#)

460.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[Inkyo's solution](#)

461.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[Inkyo's solution](#)

462.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[Inkyo's solution](#)

463.

2060E

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

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[Inkyo's solution](#)

464.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[Inkyo's solution](#)

465.

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[Inkyo's solution](#)

466.

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
[Inkyo's solution](#)

467.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Inkyo's solution](#)

468.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Inkyo's solution](#)

469.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,962 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Inkyo's solution](#)

470.

1997D

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

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Inkyo's solution](#)

471.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Inkyo's solution](#)

472.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Inkyo's solution](#)

473.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Inkyo's solution](#)

474.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Inkyo's solution](#)

475.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[Inkyo's solution](#)

476.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Inkyo's solution](#)

477.

1950E

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

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[Inkyo's solution](#)

478.

1804C

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Quality: 13,836 global accepts · Rating: 1500 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Inkyo's solution](#)

479.

1933E

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

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Inkyo's solution](#)

480.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Inkyo's solution](#)

481.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Inkyo's solution](#)

482.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Inkyo's solution](#)

483.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Inkyo's solution](#)

484.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Inkyo's solution](#)

485.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Inkyo's solution](#)

486.

1891C

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

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Inkyo's solution](#)

487.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Inkyo's solution](#)

488.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Inkyo's solution](#)

489.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[Inkyo's solution](#)

490.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,807 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Inkyo's solution](#)

491.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[Inkyo's solution](#)

492.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Inkyo's solution](#)

493.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Inkyo's solution](#)

494.

2167G

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

Quality: 11,016 global accepts · Rating: 1600 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Inkyo's solution](#)

495.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Inkyo's solution](#)

496.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[Inkyo's solution](#)

497.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Inkyo's solution](#)

498.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Inkyo's solution](#)

499.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Inkyo's solution](#)

500.

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Inkyo's solution](#)

501.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Inkyo's solution](#)

502.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Inkyo's solution](#)

503.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Inkyo's solution](#)

504.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Inkyo's solution](#)

505.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Inkyo's solution](#)

506.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Inkyo's solution](#)

507.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Inkyo's solution](#)

508.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Inkyo's solution](#)

509.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Inkyo's solution](#)

510.

2028C

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

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Inkyo's solution](#)

511.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Inkyo's solution](#)

512.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Inkyo's solution](#)

513.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Inkyo's solution](#)

514.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Inkyo's solution](#)

515.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Inkyo's solution](#)

516.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,214 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Inkyo's solution](#)

517.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Inkyo's solution](#)

518.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Inkyo's solution](#)

519.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Inkyo's solution](#)

520.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Inkyo's solution](#)

521.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Inkyo's solution](#)

522.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,007 global accepts · Rating: 1600 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Inkyo's solution](#)

523.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Inkyo's solution](#)

524.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Inkyo's solution](#)

525.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Inkyo's solution](#)

526.

1928C

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

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Inkyo's solution](#)

527.

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[Inkyo's solution](#)

528.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[Inkyo's solution](#)

529.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math
[Inkyo's solution](#)

530.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[Inkyo's solution](#)

531.

1904D1

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

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Inkyo's solution](#)

532.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-10-01 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Inkyo's solution](#)

533.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[Inkyo's solution](#)

534.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Inkyo's solution](#)

535.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Inkyo's solution](#)

536.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Inkyo's solution](#)

537.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Inkyo's solution](#)

538.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Inkyo's solution](#)

539.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Inkyo's solution](#)

540.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Inkyo's solution](#)

541.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Inkyo's solution](#)

542.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Inkyo's solution](#)

543.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Inkyo's solution](#)

544.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Inkyo's solution](#)

545.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Inkyo's solution](#)

546.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

greedy

[Inkyo's solution](#)

547.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Inkyo's solution](#)

548.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Inkyo's solution](#)

549.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Inkyo's solution](#)

550.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Inkyo's solution](#)

551.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[Inkyo's solution](#)

552.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Inkyo's solution](#)

553.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Inkyo's solution](#)

554.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Inkyo's solution](#)

555.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Inkyo's solution](#)

556.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Inkyo's solution](#)

557.

2065G

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

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Inkyo's solution](#)

558.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Inkyo's solution](#)

559.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Inkyo's solution](#)

560.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Inkyo's solution](#)

561.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Inkyo's solution](#)

562.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Inkyo's solution](#)

563.

2006A

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

Quality: 9,368 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

[Inkyo's solution](#)

564.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Inkyo's solution](#)

565.

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

[Inkyo's solution](#)

566.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Inkyo's solution](#)

567.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Inkyo's solution](#)

568.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Inkyo's solution](#)

569.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Inkyo's solution](#)

570.

1985H1

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

Quality: 7,260 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

[Inkyo's solution](#)

571.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Inkyo's solution](#)

572.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Inkyo's solution](#)

573.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Inkyo's solution](#)

574.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[Inkyo's solution](#)

575.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Inkyo's solution](#)

576.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Inkyo's solution](#)

577.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Inkyo's solution](#)

578.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Inkyo's solution](#)

579.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[Inkyo's solution](#)

580.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,307 global accepts · Rating: 1700 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Inkyo's solution](#)

581.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Inkyo's solution](#)

582.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Inkyo's solution](#)

583.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Inkyo's solution](#)

584.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Inkyo's solution](#)

585.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Inkyo's solution](#)

586.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Inkyo's solution](#)

587.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · last AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Inkyo's solution](#)

588.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Inkyo's solution](#)

589.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[Inkyo's solution](#)

590.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Inkyo's solution](#)

591.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Inkyo's solution](#)

592.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Inkyo's solution](#)

593.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Inkyo's solution](#)

594.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, sortings

[Inkyo's solution](#)

595.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp,

greedy, sortings

[Inkyo's solution](#)

596.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Inkyo's solution](#)

597.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-23 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Inkyo's solution](#)

598.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Inkyo's solution](#)

599.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Inkyo's solution](#)

600.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Inkyo's solution](#)

601.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Inkyo's solution](#)

602.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[Inkyo's solution](#)

603.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Inkyo's solution](#)

604.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Inkyo's solution](#)

605.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two

pointers

[Inkyo's solution](#)

606.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Inkyo's solution](#)

607.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Inkyo's solution](#)

608.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Inkyo's solution](#)

609.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Inkyo's solution](#)

610.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Inkyo's solution](#)

611.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Inkyo's solution](#)

612.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Inkyo's solution](#)

613.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[Inkyo's solution](#)

614.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Inkyo's solution](#)

615.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp
[Inkyo's solution](#)

616.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[Inkyo's solution](#)

617.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math
[Inkyo's solution](#)

618.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
[Inkyo's solution](#)

619.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory
[Inkyo's solution](#)

620.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Inkyo's solution](#)

621.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[Inkyo's solution](#)

622.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
[Inkyo's solution](#)

623.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[Inkyo's solution](#)

624.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
[Inkyo's solution](#)

625.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[Inkyo's solution](#)

626.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
[Inkyo's solution](#)

627.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[Inkyo's solution](#)

628.

2006B

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

Quality: 4,357 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
[Inkyo's solution](#)

629.

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
[Inkyo's solution](#)

630.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
[Inkyo's solution](#)

631.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings
[Inkyo's solution](#)

632.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math
[Inkyo's solution](#)

633.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp
[Inkyo's solution](#)

634.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[Inkyo's solution](#)

635.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[Inkyo's solution](#)

636.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules
[Inkyo's solution](#)

637.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[Inkyo's solution](#)

638.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[Inkyo's solution](#)

639.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[Inkyo's solution](#)

640.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[Inkyo's solution](#)

641.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math
[Inkyo's solution](#)

642.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities
[Inkyo's solution](#)

643.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[Inkyo's solution](#)

644.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings
[Inkyo's solution](#)

645.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Inkyo's solution](#)

646.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Inkyo's solution](#)

647.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Inkyo's solution](#)

648.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Inkyo's solution](#)

649.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Inkyo's solution](#)

650.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Inkyo's solution](#)

651.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Inkyo's solution](#)

652.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Inkyo's solution](#)

653.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Inkyo's solution](#)

654.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Inkyo's solution](#)

655.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Inkyo's solution](#)

656.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Inkyo's solution](#)

657.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Inkyo's solution](#)

658.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Inkyo's solution](#)

659.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Inkyo's solution](#)

660.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Inkyo's solution](#)

661.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[Inkyo's solution](#)

662.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Inkyo's solution](#)

663.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Inkyo's solution](#)

664.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Inkyo's solution](#)

665.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Inkyo's solution](#)

666.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Inkyo's solution](#)

667.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[Inkyo's solution](#)

668.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[Inkyo's solution](#)

669.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Inkyo's solution](#)

670.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Inkyo's solution](#)

671.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Inkyo's solution](#)

672.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Inkyo's solution](#)

673.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Inkyo's solution](#)

674.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Inkyo's solution](#)

675.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Inkyo's solution](#)

676.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Inkyo's solution](#)

677.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Inkyo's solution](#)

678.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Inkyo's solution](#)

679.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Inkyo's solution](#)

680.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Inkyo's solution](#)

681.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Inkyo's solution](#)

682.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Inkyo's solution](#)

683.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[Inkyo's solution](#)

684.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

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685.

2189D1

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686.

2190B2

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687.

2184G

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688.

2180C

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689.

2180D

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[Inkyo's solution](#)

690.

2174B

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691.

2157E

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692.

2156D

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Quality: 5,373 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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693.

2154D

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694.

294C

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695.

2149F

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696.

2138B

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[Inkyo's solution](#)

697.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
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698.

2131F

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699.

2129C1

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700.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
[Inkyo's solution](#)

701.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-07-10 · last AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings
[Inkyo's solution](#)

702.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings
[Inkyo's solution](#)

703.

2093G

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Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · last AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers
[Inkyo's solution](#)

704.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[Inkyo's solution](#)

705.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Inkyo's solution](#)

706.

2077B

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Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Inkyo's solution](#)

707.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Inkyo's solution](#)

708.

2066B

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Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Inkyo's solution](#)

709.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Inkyo's solution](#)

710.

2053E

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Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Inkyo's solution](#)

711.

2040D

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Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Inkyo's solution](#)

712.

2042D

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Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Inkyo's solution](#)

713.

2029D

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Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Inkyo's solution](#)

714.

2026D

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Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Inkyo's solution](#)

715.

2021C2

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Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Inkyo's solution](#)

716.

2014H

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Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Inkyo's solution](#)

717.

2013D

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Quality: 7,471 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Inkyo's solution](#)

718.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Inkyo's solution](#)

719.

2001D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Inkyo's solution](#)

720.

2000F

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Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

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721.

2002D1

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[Inkyo's solution](#)

722.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Inkyo's solution](#)

723.

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

[Inkyo's solution](#)

724.

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

[Inkyo's solution](#)

725.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Inkyo's solution](#)

726.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 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

[Inkyo's solution](#)

727.

1992F

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Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Inkyo's solution](#)

728.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Inkyo's solution](#)

729.

1989D

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Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Inkyo's solution](#)

730.

1986F

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Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Inkyo's solution](#)

731.

1980F1

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Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[Inkyo's solution](#)

732.

1977C

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Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Inkyo's solution](#)

733.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Inkyo's solution](#)

734.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Inkyo's solution](#)

735.

1969D

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Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Inkyo's solution](#)

736.

1957D

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Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Inkyo's solution](#)

737.

1205B

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Quality: 7,451 global accepts · Rating: 1900 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

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738.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2024-04-11 · last AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

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739.

1955G

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Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

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740.

1950G

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741.

1041E

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Quality: 3,854 global accepts · Rating: 1900 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

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742.

1759G

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Quality: 5,498 global accepts · Rating: 1900 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

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743.

1946D

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Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

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744.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Inkyo's solution](#)

745.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

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746.

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[Inkyo's solution](#)

747.

1912D

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Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[Inkyo's solution](#)

748.

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Inkyo's solution](#)

749.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Inkyo's solution](#)

750.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Inkyo's solution](#)

751.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

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752.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[Inkyo's solution](#)

753.

1927F

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Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-06 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Inkyo's solution](#)

754.

1928D

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Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Inkyo's solution](#)

755.

1918D

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Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Inkyo's solution](#)

756.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Inkyo's solution](#)

757.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[Inkyo's solution](#)

758.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Inkyo's solution](#)

759.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Inkyo's solution](#)

760.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Inkyo's solution](#)

761.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Inkyo's solution](#)

762.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Inkyo's solution](#)

763.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Inkyo's solution](#)

764.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Inkyo's solution](#)

765.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Inkyo's solution](#)

766.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Inkyo's solution](#)

767.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Inkyo's solution](#)

768.

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Inkyo's solution](#)

769.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2024-01-08 · last AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[Inkyo's solution](#)

770.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Inkyo's solution](#)

771.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Inkyo's solution](#)

772.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[Inkyo's solution](#)

773.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Inkyo's solution](#)

774.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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775.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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776.

1899G

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Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

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777.

818E

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

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778.

1902E

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779.

1175D

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Quality: 7,064 global accepts · Rating: 1900 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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780.

1898D

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Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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781.

607B

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Quality: 16,310 global accepts · Rating: 1900 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

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782.

1895D

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Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-05 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Inkyo's solution](#)

783.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[Inkyo's solution](#)

784.

2195F

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785.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

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786.

2194E

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Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[Inkyo's solution](#)

787.

2178E

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Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Inkyo's solution](#)

788.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Inkyo's solution](#)

789.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Inkyo's solution](#)

790.

2140D

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Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Inkyo's solution](#)

791.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

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792.

2135C

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Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Inkyo's solution](#)

793.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Inkyo's solution](#)

794.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Inkyo's solution](#)

795.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

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[Inkyo's solution](#)

796.

1941G

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Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · last AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Inkyo's solution](#)

797.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-27 · last AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

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798.

2103D

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[Inkyo's solution](#)

799.

2096D

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Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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800.

2075D

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801.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

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802.

2063D

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[Inkyo's solution](#)

803.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

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804.

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805.

2028D

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806.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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807.

2020E

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808.

2014F

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809.

128D

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[Inkyo's solution](#)

810.

1994E

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811.

1988D

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812.

1992G

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Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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813.

1978E

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814.

1984D

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815.

1976D

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816.

1974G

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817.

1956D

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Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Inkyo's solution](#)

818.

1951D

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Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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819.

1951E

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820.

1558C

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821.

1359E

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822.

1696E

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823.

1244E

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824.

1599C

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Quality: 1,973 global accepts · Rating: 2000 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

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825.

1624F

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Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

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826.

1610D

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827.

1103B

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828.

1200E

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829.

1944D

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830.

1514D

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831.

1101D

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832.

1763C

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235B

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834.

1936B

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835.

1632D

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[Inkyo's solution](#)

836.

1937D

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837.

1923E

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838.

1931G

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839.

1674G

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840.

1900D

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841.

797E

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842.

1889C1

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843.

1890E1

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Rating: 2000 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
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844.

1891F

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845.

2210D

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Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees
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846.

2207E1

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847.

2192E

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[Inkyo's solution](#)

848.

1761D

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849.

2193G

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850.

2183E

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851.

2183D2

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852.

2163D1

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853.

2159B

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854.

2145E

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855.

2152E

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856.

2149G

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857.

2150C

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858.

2135D1

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859.

2132F

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Quality: 2,770 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

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860.

2127E

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861.

2119D

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862.

2123G

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Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Inkyo's solution](#)

863.

2115B

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864.

2107D

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865.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

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866.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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867.

2040E

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Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

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868.

2029E

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869.

2008H

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Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

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870.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Inkyo's solution](#)

871.

2004E

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Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Inkyo's solution](#)

872.

2000G

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Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

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873.

1998D

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Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

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874.

1884D

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Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

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875.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, strings

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876.

1710B

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Quality: 2,793 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

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877.

1006F

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Quality: 6,888 global accepts · Rating: 2100 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

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878.

1117D

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Quality: 5,215 global accepts · Rating: 2100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

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879.

1213F

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880.

1472G

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Quality: 5,644 global accepts · Rating: 2100 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Inkyo's solution](#)

881.

1499D

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Quality: 7,041 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

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882.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

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883.

1108F

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Quality: 3,572 global accepts · Rating: 2100 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, greedy

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884.

1154F

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Quality: 3,336 global accepts · Rating: 2100 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

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885.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-06-02 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

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886.

1971H

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Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

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887.

1184A2

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Quality: 1,124 global accepts · Rating: 2100 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

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888.

1838D

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Quality: 3,706 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

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889.

1771D

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Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

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890.

1343E

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Quality: 5,738 global accepts · Rating: 2100 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

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891.

1413E

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Quality: 2,181 global accepts · Rating: 2100 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, ternary search

[Inkyo's solution](#)

892.

1411D

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Quality: 2,716 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

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893.

1365F

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Quality: 4,757 global accepts · Rating: 2100 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

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894.

220C

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895.

1419E

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Quality: 3,505 global accepts · Rating: 2100 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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896.

1284D

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Quality: 3,397 global accepts · Rating: 2100 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, sortings

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897.

1263E

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Quality: 2,974 global accepts · Rating: 2100 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

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898.

1216F

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Quality: 3,101 global accepts · Rating: 2100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

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899.

1599H

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Quality: 1,276 global accepts · Rating: 2100 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math

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900.

1748D

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901.

1364D

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902.

1799D2

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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903.

1787E

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Quality: 2,718 global accepts · Rating: 2100 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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904.

1832D1

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Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

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905.

1332E

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Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

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906.

1942D

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Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-31 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

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907.

1176F

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Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

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908.

1605D

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Quality: 3,253 global accepts · Rating: 2100 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

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909.

1856D

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Quality: 3,788 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

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910.

1106E

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Quality: 2,816 global accepts · Rating: 2100 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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911.

1066F

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Quality: 2,272 global accepts · Rating: 2100 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

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912.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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913.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

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914.

1934D1

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Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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915.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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916.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

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917.

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

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918.

1924B

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Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

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919.

1920E

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Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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920.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

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921.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Inkyo's solution](#)

922.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

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923.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

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924.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-27 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Inkyo's solution](#)

925.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

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926.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-16 · last AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Inkyo's solution](#)

927.

2207D

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Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

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928.

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

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929.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

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930.

2179G

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Quality: 1,208 global accepts · Rating: 2200 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

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931.

2179H

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Quality: 1,302 global accepts · Rating: 2200 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

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932.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

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933.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

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934.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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935.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

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936.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

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937.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

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938.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Inkyo's solution](#)

939.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Inkyo's solution](#)

940.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Inkyo's solution](#)

941.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

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942.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Inkyo's solution](#)

943.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Inkyo's solution](#)

944.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[Inkyo's solution](#)

945.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Inkyo's solution](#)

946.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

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947.

2072G

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Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Inkyo's solution](#)

948.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

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949.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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950.

2060F

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Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-21 · last AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Inkyo's solution](#)

951.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · last AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

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952.

2039E

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Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Inkyo's solution](#)

953.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Inkyo's solution](#)

954.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Inkyo's solution](#)

955.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Inkyo's solution](#)

956.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Inkyo's solution](#)

957.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Inkyo's solution](#)

958.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Inkyo's solution](#)

959.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Inkyo's solution](#)

960.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Inkyo's solution](#)

961.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Inkyo's solution](#)

962.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Inkyo's solution](#)

963.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Inkyo's solution](#)

964.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Inkyo's solution](#)

965.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Inkyo's solution](#)

966.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Inkyo's solution](#)

967.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Inkyo's solution](#)

968.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Inkyo's solution](#)

969.

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Inkyo's solution](#)

970.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Inkyo's solution](#)

971.

1972D2

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

Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Inkyo's solution](#)

972.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Inkyo's solution](#)

973.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Inkyo's solution](#)

974.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Inkyo's solution](#)

975.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[Inkyo's solution](#)

976.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-20 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Inkyo's solution](#)

977.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Inkyo's solution](#)

978.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-25 · last AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Inkyo's solution](#)

979.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · last AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Inkyo's solution](#)

980.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[Inkyo's solution](#)

981.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: number theory

[Inkyo's solution](#)

982.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Inkyo's solution](#)

983.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Inkyo's solution](#)

984.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Inkyo's solution](#)

985.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Inkyo's solution](#)

986.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Inkyo's solution](#)

987.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Inkyo's solution](#)

988.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[Inkyo's solution](#)

989.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Inkyo's solution](#)

990.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Inkyo's solution](#)

991.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Inkyo's solution](#)

992.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Inkyo's solution](#)

993.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Inkyo's solution](#)

994.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Inkyo's solution](#)

995.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Inkyo's solution](#)

996.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Inkyo's solution](#)

997.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Inkyo's solution](#)

998.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[Inkyo's solution](#)

999.

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Inkyo's solution](#)

1000.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Inkyo's solution](#)

1001.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Inkyo's solution](#)

1002.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Inkyo's solution](#)

1003.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Inkyo's solution](#)

1004.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Inkyo's solution](#)

1005.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Inkyo's solution](#)

1006.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Inkyo's solution](#)

1007.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Inkyo's solution](#)

1008.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Inkyo's solution](#)

1009.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Inkyo's solution](#)

1010.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Inkyo's solution](#)

1011.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Inkyo's solution](#)

1012.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Inkyo's solution](#)

1013.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Inkyo's solution](#)

1014.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Inkyo's solution](#)

1015.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Inkyo's solution](#)

1016.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Inkyo's solution](#)

1017.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing
[Inkyo's solution](#)

1018.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Inkyo's solution](#)

1019.

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, matrices

[Inkyo's solution](#)

1020.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Inkyo's solution](#)

1021.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Inkyo's solution](#)

1022.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Inkyo's solution](#)

1023.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Inkyo's solution](#)

1024.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Inkyo's solution](#)

1025.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Inkyo's solution](#)

1026.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Inkyo's solution](#)

1027.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Inkyo's solution](#)

1028.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Inkyo's solution](#)

1029.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Inkyo's solution](#)

1030.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Inkyo's solution](#)

1031.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Inkyo's solution](#)

1032.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Inkyo's solution](#)

1033.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Inkyo's solution](#)

1034.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · last AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Inkyo's solution](#)

1035.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Inkyo's solution](#)

1036.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-11 · last AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Inkyo's solution](#)

1037.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Inkyo's solution](#)

1038.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-21 · last AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Inkyo's solution](#)

1039.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Inkyo's solution](#)

1040.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Inkyo's solution](#)

1041.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · last AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Inkyo's solution](#)

1042.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Inkyo's solution](#)

1043.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Inkyo's solution](#)

1044.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Inkyo's solution](#)

1045.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Inkyo's solution](#)

1046.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, math

[Inkyo's solution](#)

1047.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Inkyo's solution](#)

1048.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Inkyo's solution](#)

1049.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, number theory

[Inkyo's solution](#)

1050.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Inkyo's solution](#)

1051.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Inkyo's solution](#)

1052.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-13 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Inkyo's solution](#)

1053.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Inkyo's solution](#)

1054.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Inkyo's solution](#)

1055.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Inkyo's solution](#)

1056.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Inkyo's solution](#)

1057.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Inkyo's solution](#)

1058.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Inkyo's solution](#)

1059.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[Inkyo's solution](#)

1060.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Inkyo's solution](#)

1061.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Inkyo's solution](#)

1062.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Inkyo's solution](#)

1063.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Inkyo's solution](#)

1064.

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Inkyo's solution](#)

1065.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Inkyo's solution](#)

1066.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Inkyo's solution](#)

1067.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Inkyo's solution](#)

1068.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Inkyo's solution](#)

1069.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Inkyo's solution](#)

1070.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[Inkyo's solution](#)

1071.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Inkyo's solution](#)

1072.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Inkyo's solution](#)

1073.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Inkyo's solution](#)

1074.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Inkyo's solution](#)

1075.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Inkyo's solution](#)

1076.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Inkyo's solution](#)

1077.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Inkyo's solution](#)

1078.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · last AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Inkyo's solution](#)

1079.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Inkyo's solution](#)

1080.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Inkyo's solution](#)

1081.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-07-10 · last AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Inkyo's solution](#)

1082.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Inkyo's solution](#)

1083.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Inkyo's solution](#)

1084.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[Inkyo's solution](#)

1085.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Inkyo's solution](#)

1086.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Inkyo's solution](#)

1087.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Inkyo's solution](#)

1088.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Inkyo's solution](#)

1089.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Inkyo's solution](#)

1090.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Inkyo's solution](#)

1091.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Inkyo's solution](#)

1092.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Inkyo's solution](#)

1093.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Inkyo's solution](#)

1094.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Inkyo's solution](#)

1095.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-01-05 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Inkyo's solution](#)

1096.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Inkyo's solution](#)

1097.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Inkyo's solution](#)

1098.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Inkyo's solution](#)

1099.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[Inkyo's solution](#)

1100.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Inkyo's solution](#)

1101.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Inkyo's solution](#)

1102.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · last AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Inkyo's solution](#)

1103.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-05 · last AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Inkyo's solution](#)

1104.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[Inkyo's solution](#)

1105.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Inkyo's solution](#)

1106.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Inkyo's solution](#)

1107.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Inkyo's solution](#)

1108.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Inkyo's solution](#)

1109.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Inkyo's solution](#)

1110.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-08-29 · last AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Inkyo's solution](#)

1111.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Inkyo's solution](#)

1112.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Inkyo's solution](#)

1113.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Inkyo's solution](#)

1114.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs

and similar, divide and conquer, interactive, trees

[Inkyo's solution](#)

1115.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2024-05-09 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, trees

[Inkyo's solution](#)

1116.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[Inkyo's solution](#)

1117.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[Inkyo's solution](#)

1118.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2026-03-26 · last AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Inkyo's solution](#)

1119.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[Inkyo's solution](#)

1120.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[Inkyo's solution](#)

1121.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Inkyo's solution](#)

1122.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs

[Inkyo's solution](#)

1123.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Inkyo's solution](#)

1124.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[Inkyo's solution](#)

1125.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Inkyo's solution](#)

1126.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Inkyo's solution](#)

1127.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Inkyo's solution](#)

1128.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[Inkyo's solution](#)

1129.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dsu, implementation

[Inkyo's solution](#)

1130.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Inkyo's solution](#)

1131.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[Inkyo's solution](#)

1132.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Inkyo's solution](#)

1133.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Inkyo's solution](#)

1134.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Inkyo's solution](#)

1135.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Inkyo's solution](#)

1136.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Inkyo's solution](#)

1137.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[Inkyo's solution](#)

1138.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Inkyo's solution](#)

1139.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Inkyo's solution](#)

1140.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Inkyo's solution](#)

1141.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Inkyo's solution](#)

1142.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Inkyo's solution](#)

1143.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Inkyo's solution](#)

1144.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,188 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Inkyo's solution](#)

1145.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[Inkyo's solution](#)

1146.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Inkyo's solution](#)

1147.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: — · first AC: 2026-04-22 · last AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, number theory

[Inkyo's solution](#)

1148.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[Inkyo's solution](#)

1149.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,111 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Inkyo's solution](#)

1150.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,291 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Inkyo's solution](#)

1151.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Inkyo's solution](#)

1152.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Inkyo's solution](#)

1153.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,207 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Inkyo's solution](#)

1154.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math,

probabilities, trees

[Inkyo's solution](#)

1155.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[Inkyo's solution](#)

1156.

105869I

[Random Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1157.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1158.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1159.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1160.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1161.

105941K

[Ring Trick II](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1162.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1163.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1164.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1165.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[Inkyo's solution](#)

1166.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[Inkyo's solution](#)

1167.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · last AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Inkyo's solution](#)

1168.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Inkyo's solution](#)

1169.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Inkyo's solution](#)

1170.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Inkyo's solution](#)

1171.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Inkyo's solution](#)

1172.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[Inkyo's solution](#)

1173.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Inkyo's solution](#)

1174.

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[Inkyo's solution](#)

1175.

106072J

[Reconstruct the tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Inkyo's solution](#)

1176.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1177.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1178.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1179.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1180.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1181.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1182.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1183.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1184.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1185.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1186.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1187.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1188.

105977F

[^ J0XPMI2](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1189.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1190.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1191.

105891L

[easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1192.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1193.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1194.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1195.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1196.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1197.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1198.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1199.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1200.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1201.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1202.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1203.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1204.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1205.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1206.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1207.

104787D

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

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1208.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1209.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1210.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1211.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1212.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1213.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1214.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1215.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1216.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1217.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1218.

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1219.

105977E

[Santab](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1220.

105977I

[Riptorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1221.

105977C

[NOMap](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1222.

105977H

[UNa6R6v,nÑg•pk{-](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1223.

105977L

[Oteprial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1224.

105977K

[VERTeX](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1225.

105977J

[g,TupHhThN 'Ñ](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1226.

105977G

[pTis00K](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1227.

105977M

[•ôE0rial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1228.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · last AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1229.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · last AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1230.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1231.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1232.

105657M

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

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1233.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1234.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1235.

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1236.

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · last AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1237.

105949K

[Point Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1238.

105941B

[Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1239.

105887G

[LCA & MST](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1240.

105887E

[Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1241.

105887I

[Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1242.

105901E

[Colorful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1254.

105891E

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1255.

105891K

[Welfare](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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1256.

105891J

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Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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1257.

105891G

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1258.

105891A

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1259.

105891C

[gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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1260.

105911L

[Regnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1261.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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1262.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1263.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1264.

105540H

[Strength](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · last AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1265.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · last AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Inkyo's solution](#)

1266.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · last AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Inkyo's solution](#)

1267.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · last AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1268.

105578G

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

Rating: — · first AC: 2025-04-16 · last AC: 2025-04-16 · PyPy 3 (first AC) · Tags: —

[Inkyo's solution](#)

1269.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · last AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Inkyo's solution](#)

1270.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Inkyo's solution](#)

1271.

105487F

[Perfect Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1272.

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1273.

105487G

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

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1274.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1275.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1276.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1277.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1278.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1279.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · last AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1280.

102803C

[Cornelia Street](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1281.

102803G

[Goodbye](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1282.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1283.

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1284.

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1285.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · Python 3 (first AC) · Tags: —

[Inkyo's solution](#)

1286.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1287.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1288.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1289.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1290.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1291.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1292.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1293.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1294.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1295.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1296.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1297.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1298.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1299.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1300.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1301.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1302.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1303.

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1304.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Inkyo's solution](#)

1305.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Inkyo's solution](#)

1306.

105383L

[Lexicopolis](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Inkyo's solution](#)

1307.

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1308.

105383E

[Efficient Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1309.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1310.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1311.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1312.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1313.

104023K

[I Wanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1314.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1315.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1316.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1317.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1318.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1319.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1331.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1332.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1333.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1334.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1335.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1336.

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1337.

104385B

[Wonderful Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1338.

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1339.

104385J

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1340.

104385I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1341.

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1342.

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1343.

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1344.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1345.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inkyo's solution](#)

1346.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1347.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inkyo's solution](#)

1348.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Inkyo's solution](#)

1349.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inkyo's solution](#)

1350.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inkyo's solution](#)

1351.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inkyo's solution](#)

1352.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inkyo's solution](#)

1353.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Inkyo's solution](#)

1354.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Inkyo's solution](#)

1355.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Inkyo's solution](#)

1356.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Inkyo's solution](#)

1357.

104393G

[Getting the Real Weight](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inkyo's solution](#)