

Unique solved — InternetPerson10

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

Sort: Problem rating · easier first

Filters: none

Count: 974

1.

2211A

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2.

2207A

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3.

2183A

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4.

2178A

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5.

2162A

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6.

2133B

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7.

2133A

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8.

2124A

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9.

2118A

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10.

2084A

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11.

2086A

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12.

2061A

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13.

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14.

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2034A

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16.

2029A

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18.

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19.

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20.

1991A

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1984A

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25.

1978B

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26.

1978A

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28.

1672B

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29.

1672A

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30.

1922A

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31.

1896A

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32.

1870A

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33.

1857A

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34.

1842A

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35.

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37.

1810A

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38.

1787A

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1774A

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1764A

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44.

1748A

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45.

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46.

1750A

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1740B

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1740A

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49.

1746B

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50.

1746A

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- 51.**
1738A
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1734B
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1734A
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1435A
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1088A
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1721A
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1433B
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731A
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- 59.**
1550A
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1719A
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62.

1311A

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63.

1700A

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64.

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65.

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66.

1716A

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67.

1676B

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68.

677A

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69.

1285A

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70.

994A

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71.

734B

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72.

899A

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73.

1671A

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74.

1585A

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75.

1714B

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76.

1369A

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77.

1391B

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78.

1712B

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79.

1712A

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80.

1704A

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81.

1304A

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82.

1709A

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math

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83.

1701A

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84.

1701B

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85.

1695A

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87.

1698A

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88.

1696A

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89.

1697A

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90.

1690C

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91.

1690B

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92.

1690A

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93.

1688B

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94.

1688A

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95.

1682A

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96.

1209A

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97.

1684B

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1684A

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99.

1680B

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100.

1680A

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101.

1669C

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102.

1669B

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103.

1669A

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104.

1665A

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105.

1654B

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106.

1654A

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107.

1657B

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108.

1657A

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109.

1656A

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110.

1638A

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111.

1635B

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112.

1635A

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113.

1637A

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114.

1634A

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115.

630A

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116.

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117.

1626A

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118.

1621A

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119.

1616A

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120.

1615A

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121.

1608A

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122.

1535A

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1556A

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1566B

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125.

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126.

1586A

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127.

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128.

1560A

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129.

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130.

1009A

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131.

1549B

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132.

1551A

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22A

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134.

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135.

1560B

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136.

231A

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137.

158A

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138.

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139.

116A

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140.

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141.

71A

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142.

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143.

959A

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144.

4A

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145.

1526A

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146.

1348A

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147.

1360B

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148.

703A

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149.

1367B

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150.

1399B

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151.

1360A

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152.

1393A

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153.

1491A

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155.

1478A

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156.

1474A

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157.

1473A

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158.

1454B

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159.

1454A

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160.

1337A

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161.

1287A

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162.

1180A

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163.

1281A

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164.

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1173A

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166.

1148A

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167.

202A

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168.

811A

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169.

486A

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170.

546A

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171.

148A

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172.

467A

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173.

282A

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174.

1131A

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175.

952A

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176.

1106A

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177.

1102A

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178.

1099A

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179.

1092B

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180.

1092A

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181.

1096A

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182.

785A

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183.

791A

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184.

705A

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185.

1030A

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186.

977A

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187.

1095A

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188.

2178B

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Quality: 21,582 global accepts · Rating: 900 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

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189.

2048B

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190.

1951A

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191.

2013B

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192.

1990A

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193.

1988B

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[InternetPerson10's solution](#)

194.

1988A

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195.

1896B

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196.

1764B

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197.

1732B

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198.

1737A

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199.

1726A

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200.

1720A

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201.

1709B

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202.

1696B

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203.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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204.

1665B

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205.

1609A

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Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[InternetPerson10's solution](#)

206.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[InternetPerson10's solution](#)

207.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math
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208.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings
[InternetPerson10's solution](#)

209.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[InternetPerson10's solution](#)

210.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[InternetPerson10's solution](#)

211.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
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212.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[InternetPerson10's solution](#)

213.

1467A

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Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[InternetPerson10's solution](#)

214.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[InternetPerson10's solution](#)

215.

160A

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Quality: 143,693 global accepts · Rating: 900 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[InternetPerson10's solution](#)

216.

405A

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Quality: 126,464 global accepts · Rating: 900 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[InternetPerson10's solution](#)

217.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[InternetPerson10's solution](#)

218.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[InternetPerson10's solution](#)

219.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[InternetPerson10's solution](#)

220.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[InternetPerson10's solution](#)

221.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[InternetPerson10's solution](#)

222.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[InternetPerson10's solution](#)

223.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[InternetPerson10's solution](#)

224.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[InternetPerson10's solution](#)

225.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[InternetPerson10's solution](#)

226.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[InternetPerson10's solution](#)

227.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[InternetPerson10's solution](#)

228.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[InternetPerson10's solution](#)

229.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[InternetPerson10's solution](#)

230.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[InternetPerson10's solution](#)

231.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[InternetPerson10's solution](#)

232.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[InternetPerson10's solution](#)

233.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[InternetPerson10's solution](#)

234.

1690D

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

Quality: 47,023 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[InternetPerson10's solution](#)

235.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[InternetPerson10's solution](#)

236.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[InternetPerson10's solution](#)

237.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,344 global accepts · Rating: 1000 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[InternetPerson10's solution](#)

238.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[InternetPerson10's solution](#)

239.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,105 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[InternetPerson10's solution](#)

240.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[InternetPerson10's solution](#)

241.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[InternetPerson10's solution](#)

242.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[InternetPerson10's solution](#)

243.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,487 global accepts · Rating: 1000 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[InternetPerson10's solution](#)

244.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[InternetPerson10's solution](#)

245.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[InternetPerson10's solution](#)

246.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[InternetPerson10's solution](#)

247.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[InternetPerson10's solution](#)

248.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,982 global accepts · Rating: 1000 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[InternetPerson10's solution](#)

249.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[InternetPerson10's solution](#)

250.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,915 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[InternetPerson10's solution](#)

251.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,782 global accepts · Rating: 1000 · first AC: 2019-03-28 · last AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[InternetPerson10's solution](#)

252.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[InternetPerson10's solution](#)

253.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,698 global accepts · Rating: 1000 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[InternetPerson10's solution](#)

254.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[InternetPerson10's solution](#)

255.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[InternetPerson10's solution](#)

256.

2211B

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

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[InternetPerson10's solution](#)

257.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[InternetPerson10's solution](#)

258.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,323 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[InternetPerson10's solution](#)

259.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[InternetPerson10's solution](#)

260.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[InternetPerson10's solution](#)

261.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[InternetPerson10's solution](#)

262.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[InternetPerson10's solution](#)

263.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[InternetPerson10's solution](#)

264.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[InternetPerson10's solution](#)

265.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[InternetPerson10's solution](#)

266.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[InternetPerson10's solution](#)

267.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[InternetPerson10's solution](#)

268.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[InternetPerson10's solution](#)

269.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[InternetPerson10's solution](#)

270.

1842B

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

Quality: 25,534 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[InternetPerson10's solution](#)

271.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[InternetPerson10's solution](#)

272.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[InternetPerson10's solution](#)

273.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[InternetPerson10's solution](#)

274.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[InternetPerson10's solution](#)

275.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math
[InternetPerson10's solution](#)

276.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[InternetPerson10's solution](#)

277.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,398 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[InternetPerson10's solution](#)

278.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,605 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[InternetPerson10's solution](#)

279.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[InternetPerson10's solution](#)

280.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[InternetPerson10's solution](#)

281.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings
[InternetPerson10's solution](#)

282.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[InternetPerson10's solution](#)

283.

1624C

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

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[InternetPerson10's solution](#)

284.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[InternetPerson10's solution](#)

285.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[InternetPerson10's solution](#)

286.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[InternetPerson10's solution](#)

287.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[InternetPerson10's solution](#)

288.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[InternetPerson10's solution](#)

289.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[InternetPerson10's solution](#)

290.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[InternetPerson10's solution](#)

291.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math
[InternetPerson10's solution](#)

292.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[InternetPerson10's solution](#)

293.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[InternetPerson10's solution](#)

294.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[InternetPerson10's solution](#)

295.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[InternetPerson10's solution](#)

296.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[InternetPerson10's solution](#)

297.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2019-03-28 · last AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[InternetPerson10's solution](#)

298.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1100 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[InternetPerson10's solution](#)

299.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[InternetPerson10's solution](#)

300.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[InternetPerson10's solution](#)

301.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,427 global accepts · Rating: 1100 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[InternetPerson10's solution](#)

302.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[InternetPerson10's solution](#)

303.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,129 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[InternetPerson10's solution](#)

304.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[InternetPerson10's solution](#)

305.

2135A

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

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[InternetPerson10'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

[InternetPerson10's solution](#)

307.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[InternetPerson10's solution](#)

308.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[InternetPerson10's solution](#)

309.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[InternetPerson10's solution](#)

310.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[InternetPerson10's solution](#)

311.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[InternetPerson10's solution](#)

312.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[InternetPerson10's solution](#)

313.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[InternetPerson10's solution](#)

314.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[InternetPerson10's solution](#)

315.

1857C

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

Quality: 41,745 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[InternetPerson10's solution](#)

316.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[InternetPerson10's solution](#)

317.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,629 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[InternetPerson10's solution](#)

318.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[InternetPerson10's solution](#)

319.

1679B

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

Quality: 27,428 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[InternetPerson10's solution](#)

320.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[InternetPerson10's solution](#)

321.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2022-08-17 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[InternetPerson10's solution](#)

322.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,026 global accepts · Rating: 1200 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[InternetPerson10's solution](#)

323.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[InternetPerson10's solution](#)

324.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[InternetPerson10's solution](#)

325.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[InternetPerson10's solution](#)

326.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[InternetPerson10's solution](#)

327.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[InternetPerson10's solution](#)

328.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[InternetPerson10's solution](#)

329.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[InternetPerson10's solution](#)

330.

1635C

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

Quality: 25,126 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[InternetPerson10's solution](#)

331.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[InternetPerson10's solution](#)

332.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[InternetPerson10's solution](#)

333.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[InternetPerson10's solution](#)

334.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[InternetPerson10's solution](#)

335.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[InternetPerson10's solution](#)

336.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[InternetPerson10's solution](#)

337.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[InternetPerson10's solution](#)

338.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[InternetPerson10's solution](#)

339.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[InternetPerson10's solution](#)

340.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[InternetPerson10's solution](#)

341.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[InternetPerson10's solution](#)

342.

842A

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

Quality: 11,230 global accepts · Rating: 1200 · first AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[InternetPerson10's solution](#)

343.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[InternetPerson10's solution](#)

344.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[InternetPerson10's solution](#)

345.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[InternetPerson10's solution](#)

346.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[InternetPerson10's solution](#)

347.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[InternetPerson10's solution](#)

348.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,107 global accepts · Rating: 1200 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[InternetPerson10's solution](#)

349.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[InternetPerson10's solution](#)

350.

2211C1

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

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[InternetPerson10's solution](#)

351.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,108 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[InternetPerson10's solution](#)

352.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[InternetPerson10's solution](#)

353.

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[InternetPerson10's solution](#)

354.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[InternetPerson10's solution](#)

355.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[InternetPerson10's solution](#)

356.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[InternetPerson10's solution](#)

357.

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

[InternetPerson10's solution](#)

358.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[InternetPerson10's solution](#)

359.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[InternetPerson10's solution](#)

360.

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

[InternetPerson10's solution](#)

361.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[InternetPerson10's solution](#)

362.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[InternetPerson10's solution](#)

363.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[InternetPerson10's solution](#)

364.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[InternetPerson10's solution](#)

365.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[InternetPerson10's solution](#)

366.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[InternetPerson10's solution](#)

367.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[InternetPerson10's solution](#)

368.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[InternetPerson10's solution](#)

369.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[InternetPerson10's solution](#)

370.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[InternetPerson10's solution](#)

371.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2022-08-17 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[InternetPerson10's solution](#)

372.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[InternetPerson10's solution](#)

373.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[InternetPerson10's solution](#)

374.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[InternetPerson10's solution](#)

375.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,108 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[InternetPerson10's solution](#)

376.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[InternetPerson10's solution](#)

377.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[InternetPerson10's solution](#)

378.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[InternetPerson10's solution](#)

379.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[InternetPerson10's solution](#)

380.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[InternetPerson10's solution](#)

381.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[InternetPerson10's solution](#)

382.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[InternetPerson10's solution](#)

383.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[InternetPerson10's solution](#)

384.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[InternetPerson10's solution](#)

385.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[InternetPerson10's solution](#)

386.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[InternetPerson10's solution](#)

387.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[InternetPerson10's solution](#)

388.

862B

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

Quality: 25,644 global accepts · Rating: 1300 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[InternetPerson10's solution](#)

389.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[InternetPerson10's solution](#)

390.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[InternetPerson10's solution](#)

391.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[InternetPerson10's solution](#)

392.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[InternetPerson10's solution](#)

393.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[InternetPerson10's solution](#)

394.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,509 global accepts · Rating: 1300 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[InternetPerson10's solution](#)

395.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[InternetPerson10's solution](#)

396.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[InternetPerson10's solution](#)

397.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[InternetPerson10's solution](#)

398.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,793 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[InternetPerson10's solution](#)

399.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[InternetPerson10's solution](#)

400.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[InternetPerson10's solution](#)

401.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[InternetPerson10's solution](#)

402.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[InternetPerson10's solution](#)

403.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[InternetPerson10's solution](#)

404.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[InternetPerson10's solution](#)

405.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[InternetPerson10's solution](#)

406.

1965A

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407.

1830A

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408.

1425F

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409.

1773E

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410.

1764C

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411.

1748B

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412.

1750C

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413.

1740C

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414.

1733D1

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415.

1721C

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416.

1701C

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417.

1696C

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418.

1697C

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419.

1682C

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420.

1684C

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421.

1654C

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422.

1648A

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423.

1634B

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424.

1609C

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425.

1535C

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[InternetPerson10's solution](#)

426.

1189C

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427.

1548A

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428.

1526B

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Quality: 36,731 global accepts · Rating: 1400 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

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429.

679A

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[InternetPerson10's solution](#)

430.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[InternetPerson10's solution](#)

431.

1375C

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432.

295A

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[InternetPerson10's solution](#)

433.

1320A

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[InternetPerson10's solution](#)

434.

131C

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435.

977D

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436.

26B

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437.

2183C

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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

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438.

2183D1

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[InternetPerson10's solution](#)

439.

2053C

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440.

2001C

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[InternetPerson10's solution](#)

441.

1990C

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Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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442.

1857E

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Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

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443.

1659C

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444.

1842C

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445.

1774B

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446.

1765K

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Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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447.

1765N

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Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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448.

1740D

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Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

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449.

1753A2

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Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

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450.

1737C

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Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

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451.

1738C

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Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
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452.

1722G

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453.

1690E

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Quality: 16,987 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
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454.

1209C

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Quality: 7,859 global accepts · Rating: 1500 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
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455.

1630A

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Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
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456.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[InternetPerson10's solution](#)

457.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math
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458.

1579C

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Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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459.

1547E

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460.

1545A

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Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings
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461.

1542B

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462.

191A

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Quality: 4,553 global accepts · Rating: 1500 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

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463.

580C

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Quality: 55,455 global accepts · Rating: 1500 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

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464.

1526C1

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465.

409H

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466.

1492C

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467.

1486B

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[InternetPerson10's solution](#)

468.

1473C

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469.

1186D

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470.

742B

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Quality: 10,060 global accepts · Rating: 1500 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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471.

2207C

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[InternetPerson10's solution](#)

472.

2207B

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473.

2162E

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474.

2084D

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475.

2061D

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476.

2061C

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477.

2048D

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478.

2034D

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479.

2018A

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480.

1994C

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481.

1978D

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482.

1857F

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[InternetPerson10's solution](#)

483.

1801A

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Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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484.

1787C

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[InternetPerson10's solution](#)

485.

1782C

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Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[InternetPerson10's solution](#)

486.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[InternetPerson10's solution](#)

487.

1748C

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

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488.

1753B

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Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[InternetPerson10's solution](#)

489.

1707A

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Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[InternetPerson10's solution](#)

490.

780B

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Quality: 12,645 global accepts · Rating: 1600 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search

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491.

665A

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Quality: 3,185 global accepts · Rating: 1600 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[InternetPerson10's solution](#)

492.

1698D

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Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[InternetPerson10's solution](#)

493.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[InternetPerson10's solution](#)

494.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · last AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[InternetPerson10's solution](#)

495.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[InternetPerson10's solution](#)

496.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[InternetPerson10's solution](#)

497.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[InternetPerson10's solution](#)

498.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[InternetPerson10's solution](#)

499.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[InternetPerson10's solution](#)

500.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[InternetPerson10's solution](#)

501.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[InternetPerson10's solution](#)

502.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[InternetPerson10's solution](#)

503.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[InternetPerson10's solution](#)

504.

1523C

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1870D

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591.

1734D

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592.

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602.

952D

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1556C

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1402A

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1560E

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1554D

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1548B

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1463C

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1462F

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616.

543A

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1478D

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618.

1280B

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620.

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621.

1173C

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622.

1177B

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623.

1148D

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988D

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627.

873D

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628.

584D

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2211D

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630.

2190B2

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2165B

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2133D

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633.

2053E

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634.

2029D

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635.

2018B

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636.

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637.

1991E

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642.

1842D

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1785B

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1787D

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1774E

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1773A

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1773K

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1738D

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652.

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653.

1718A2

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1704D

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1696D

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1095F

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657.

1700D

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1697D

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659.

1105D

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660.

1677C

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661.

1656D

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1648C

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1613D

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1558B

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667.

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668.

1547F

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669.

1453D

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670.

1545B

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671.

1470B

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672.

1477B

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673.

9D

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674.

1495B

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675.

1492D

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676.

1486C2

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677.

1467C

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678.

1181C

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679.

1173D

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680.

2165C

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681.

2135C

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682.

2074F

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683.

2061E

[Kevin and And](#) · [Tutorial](#)

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684.

2048E

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685.

1951D

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686.

1994E

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687.

1988D

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688.

1987E

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689.

1984D

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690.

1978E

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Quality: 4,605 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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691.

1672F1

[Array Shuffling](#) · [Tutorial](#)

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692.

1943B

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Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[InternetPerson10's solution](#)

693.

1857G

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Quality: 5,485 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[InternetPerson10's solution](#)

694.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

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695.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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696.

1753C

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Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[InternetPerson10's solution](#)

697.

1726D

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Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

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698.

1385E

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699.

776D

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Quality: 6,215 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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700.

1718B

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701.

842D

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702.

1696E

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703.

1690G

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[InternetPerson10's solution](#)

704.

82D

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705.

213C

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706.

475D

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707.

1680E

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708.

1588B

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Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

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709.

1665D

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710.

1657D

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711.

1641B

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712.

1638D

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[InternetPerson10's solution](#)

713.

1634D

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[InternetPerson10's solution](#)

714.

1616D

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[InternetPerson10's solution](#)

715.

1610D

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Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[InternetPerson10's solution](#)

716.

1566E

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717.

1558C

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718.

1019B

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Quality: 2,112 global accepts · Rating: 2000 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

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719.

1082E

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720.

855C

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721.

814D

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Quality: 2,581 global accepts · Rating: 2000 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[InternetPerson10's solution](#)

722.

461B

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Quality: 7,020 global accepts · Rating: 2000 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

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723.

478D

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Quality: 7,142 global accepts · Rating: 2000 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

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724.

1454E

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725.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings

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726.

2207E1

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727.

2183E

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728.

2183D2

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Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

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729.

2124E

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Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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730.

2029E

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731.

1942D

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732.

1896E

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733.

1810E

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734.

1801D

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735.

1787E

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Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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736.

1748D

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737.

1734E

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738.

111C

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739.

319C

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740.

321C

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741.

519E

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742.

1278D

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743.

1684E

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744.

1654D

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745.

1637E

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Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

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746.

1628D1

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Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

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747.

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[InternetPerson10's solution](#)

748.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, strings

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749.

1454F

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Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

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750.

2178F

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Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[InternetPerson10's solution](#)

751.

2034E

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Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

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752.

2018D

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Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

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753.

1967B2

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Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
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754.

1991F

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755.

1996G

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756.

1672E

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757.

1854B

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Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
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758.

815B

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759.

1785C

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Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[InternetPerson10's solution](#)

760.

1773B

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761.

1737D

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762.

1704E

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Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[InternetPerson10's solution](#)

763.

707D

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764.

756C

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[InternetPerson10's solution](#)

765.

27D

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766.

1656E

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Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

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767.

1641C

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768.

1635E

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769.

1630C

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Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

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770.

1616E

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Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

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771.

1615D

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772.

1556E

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773.

165E

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774.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[InternetPerson10's solution](#)

775.

1580C

[Train Maintenance](#) · [Tutorial](#)

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776.

916D

[Jamie and To-do List](#) · [Tutorial](#)

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777.

1398E

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Quality: 2,597 global accepts · Rating: 2200 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[InternetPerson10's solution](#)

778.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[InternetPerson10's solution](#)

779.

1542D

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Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

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780.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

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[InternetPerson10's solution](#)

781.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[InternetPerson10's solution](#)

782.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, math, strings
[InternetPerson10's solution](#)

783.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[InternetPerson10's solution](#)

784.

1105E

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Quality: 1,915 global accepts · Rating: 2200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[InternetPerson10's solution](#)

785.

1092D1

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Quality: 5,675 global accepts · Rating: 2200 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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786.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[InternetPerson10's solution](#)

787.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[InternetPerson10's solution](#)

788.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

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789.

2006C

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790.

1967C

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Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

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791.

2002E

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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

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792.

1988E

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Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, implementation

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793.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[InternetPerson10's solution](#)

794.

1965C

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Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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795.

1942E

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Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

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796.

1943C

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Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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797.

1938G

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Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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798.

1870E

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Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

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799.

1842E

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Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

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800.

1782E

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Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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801.

1738E

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Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[InternetPerson10's solution](#)

802.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[InternetPerson10's solution](#)

803.

1693C

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[InternetPerson10's solution](#)

804.

1654E

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Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math
[InternetPerson10's solution](#)

805.

1621E

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Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[InternetPerson10's solution](#)

806.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[InternetPerson10's solution](#)

807.

1603C

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Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
[InternetPerson10's solution](#)

808.

1167F

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Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings
[InternetPerson10's solution](#)

809.

1453E

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Quality: 2,225 global accepts · Rating: 2300 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[InternetPerson10's solution](#)

810.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[InternetPerson10's solution](#)

811.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory
[InternetPerson10's solution](#)

812.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[InternetPerson10's solution](#)

813.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[InternetPerson10's solution](#)

814.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[InternetPerson10's solution](#)

815.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2300 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[InternetPerson10's solution](#)

816.

892E

[Envy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[InternetPerson10's solution](#)

817.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[InternetPerson10's solution](#)

818.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[InternetPerson10's solution](#)

819.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[InternetPerson10's solution](#)

820.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[InternetPerson10's solution](#)

821.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[InternetPerson10's solution](#)

822.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[InternetPerson10's solution](#)

823.

1830C

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Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[InternetPerson10's solution](#)

824.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
[InternetPerson10's solution](#)

825.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[InternetPerson10's solution](#)

826.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[InternetPerson10's solution](#)

827.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[InternetPerson10's solution](#)

828.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[InternetPerson10's solution](#)

829.

1738F

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Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees
[InternetPerson10's solution](#)

830.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math
[InternetPerson10's solution](#)

831.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[InternetPerson10's solution](#)

832.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[InternetPerson10's solution](#)

833.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[InternetPerson10's solution](#)

834.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[InternetPerson10's solution](#)

835.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[InternetPerson10's solution](#)

836.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[InternetPerson10's solution](#)

837.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[InternetPerson10's solution](#)

838.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[InternetPerson10's solution](#)

839.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[InternetPerson10's solution](#)

840.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[InternetPerson10's solution](#)

841.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[InternetPerson10's solution](#)

842.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
[InternetPerson10's solution](#)

843.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[InternetPerson10's solution](#)

844.

1608D

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Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[InternetPerson10's solution](#)

845.

1008D

[Pave the Parallelepiped](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[InternetPerson10's solution](#)

846.

1609E

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Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
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847.

1045B

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Quality: 596 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, number theory
[InternetPerson10's solution](#)

848.

449D

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[InternetPerson10's solution](#)

849.

1093F

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Quality: 1,359 global accepts · Rating: 2400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp
[InternetPerson10's solution](#)

850.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
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851.

815C

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Quality: 3,317 global accepts · Rating: 2400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees
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852.

983C

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Quality: 932 global accepts · Rating: 2400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

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853.

749E

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Quality: 1,256 global accepts · Rating: 2400 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[InternetPerson10's solution](#)

854.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[InternetPerson10's solution](#)

855.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[InternetPerson10's solution](#)

856.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[InternetPerson10's solution](#)

857.

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

[InternetPerson10's solution](#)

858.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[InternetPerson10's solution](#)

859.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[InternetPerson10's solution](#)

860.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[InternetPerson10's solution](#)

861.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[InternetPerson10's solution](#)

862.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[InternetPerson10's solution](#)

863.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[InternetPerson10's solution](#)

864.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[InternetPerson10's solution](#)

865.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · PyPy 3-64 (first AC) · Tags: brute force, games, implementation, interactive

[InternetPerson10's solution](#)

866.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[InternetPerson10's solution](#)

867.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-10-29 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[InternetPerson10's solution](#)

868.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[InternetPerson10's solution](#)

869.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[InternetPerson10's solution](#)

870.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[InternetPerson10's solution](#)

871.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2022-05-09 · last AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[InternetPerson10's solution](#)

872.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[InternetPerson10's solution](#)

873.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[InternetPerson10's solution](#)

874.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[InternetPerson10's solution](#)

875.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games, implementation

[InternetPerson10's solution](#)

876.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[InternetPerson10's solution](#)

877.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[InternetPerson10's solution](#)

878.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[InternetPerson10's solution](#)

879.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[InternetPerson10's solution](#)

880.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[InternetPerson10's solution](#)

881.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[InternetPerson10's solution](#)

882.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[InternetPerson10's solution](#)

883.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[InternetPerson10's solution](#)

884.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[InternetPerson10's solution](#)

885.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[InternetPerson10's solution](#)

886.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

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887.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[InternetPerson10's solution](#)

888.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[InternetPerson10's solution](#)

889.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[InternetPerson10's solution](#)

890.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[InternetPerson10's solution](#)

891.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[InternetPerson10's solution](#)

892.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, probabilities, two pointers

[InternetPerson10's solution](#)

893.

1423E

[5G Antenna Towers](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2700 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[InternetPerson10's solution](#)

894.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[InternetPerson10's solution](#)

895.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[InternetPerson10's solution](#)

896.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[InternetPerson10's solution](#)

897.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[InternetPerson10's solution](#)

898.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[InternetPerson10's solution](#)

899.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[InternetPerson10's solution](#)

900.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[InternetPerson10's solution](#)

901.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[InternetPerson10's solution](#)

902.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[InternetPerson10's solution](#)

903.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees
[InternetPerson10's solution](#)

904.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[InternetPerson10's solution](#)

905.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[InternetPerson10's solution](#)

906.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings
[InternetPerson10's solution](#)

907.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[InternetPerson10's solution](#)

908.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[InternetPerson10's solution](#)

909.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[InternetPerson10's solution](#)

910.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[InternetPerson10's solution](#)

911.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[InternetPerson10's solution](#)

912.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings
[InternetPerson10's solution](#)

913.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
[InternetPerson10's solution](#)

914.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
[InternetPerson10's solution](#)

915.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math
[InternetPerson10's solution](#)

916.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive
[InternetPerson10's solution](#)

917.

105400I

[Lost](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[InternetPerson10's solution](#)

918.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[InternetPerson10's solution](#)

919.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math
[InternetPerson10's solution](#)

920.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules
[InternetPerson10's solution](#)

921.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force
[InternetPerson10's solution](#)

922.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
[InternetPerson10's solution](#)

923.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[InternetPerson10's solution](#)

924.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[InternetPerson10's solution](#)

925.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

926.

104669L

[Turtle and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

927.

1812H

[Expected Twist](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-04-02 · PyPy 3 (first AC) · Tags: *special, interactive
[InternetPerson10's solution](#)

928.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation
[InternetPerson10's solution](#)

929.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory
[InternetPerson10's solution](#)

930.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special
[InternetPerson10's solution](#)

931.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math
[InternetPerson10's solution](#)

932.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[InternetPerson10's solution](#)

933.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation
[InternetPerson10's solution](#)

934.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[InternetPerson10's solution](#)

935.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[InternetPerson10's solution](#)

936.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, expression parsing

[InternetPerson10's solution](#)

937.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

938.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

939.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · PyPy 3-64 (first AC) · Tags: —

[InternetPerson10's solution](#)

940.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

941.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

942.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

943.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

944.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

945.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

946.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

947.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

948.

391A

[Genetic Engineering](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[InternetPerson10's solution](#)

949.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[InternetPerson10's solution](#)

950.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[InternetPerson10's solution](#)

951.

103426C

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

952.

103426B

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

953.

103426A

[Bananas Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[InternetPerson10's solution](#)

954.

1570G

[XOR Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · Kotlin 1.4 (first AC) · Tags: *special, interactive

[InternetPerson10's solution](#)

955.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · Kotlin 1.4 (first AC) · Tags: *special

[InternetPerson10's solution](#)

956.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

957.

103029C

[John, Katya, no nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[InternetPerson10's solution](#)

958.

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[InternetPerson10's solution](#)

959.

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[InternetPerson10's solution](#)

960.

1331A

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Quality: 17,506 global accepts · Rating: — · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: *special
[InternetPerson10's solution](#)

961.

102911L

[L Textiles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

962.

102911K

[Kallipolis](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

963.

102911J

[Junior Prom](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

964.

102911I

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

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

965.

102911H

[Heavy Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

966.

102911G

[Gamer Girl Gauntlet](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

967.

102911F

[Folklore](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

968.

102911E

[Experiment!](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

969.

102911D

[Dancing Queen](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

970.

102911C

[Chocolate Game: Love is War](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

971.

102911B2

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Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

972.

102911B1

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

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

973.

102911A

[Academic Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[InternetPerson10's solution](#)

974.

102051F

[Nate and Fan Meet-and-Greet](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[InternetPerson10's solution](#)