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Unique solved — Issa

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

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Filters: none

Count: 2,069

1.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 800 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [bitmasks](#), [greedy](#), [math](#)
[Issa's solution](#)

2.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)
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3.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [math](#)
[Issa's solution](#)

4.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
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5.

2092A

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

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [math](#), [number theory](#), [sortings](#)
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6.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#)
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7.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [math](#)
[Issa's solution](#)

8.

2071A

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

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#), [number theory](#)
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9.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#), [strings](#)

[Issa's solution](#)

10.

2053A

[Tender Carpenter](#) · [Tutorial](#)

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[Issa's solution](#)

11.

2048A

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Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

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12.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

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[Issa's solution](#)

13.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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14.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

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15.

2027A

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16.

2003B

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

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[Issa's solution](#)

17.

2003A

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

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18.

2001A

[Make All Equal](#) · [Tutorial](#)

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

[Issa's solution](#)

19.

2001B

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

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

[Issa's solution](#)

20.

2002A

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

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

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21.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Issa's solution](#)

22.

1997A

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

[Issa's solution](#)

23.

1991A

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

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

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24.

1994A

[Diverse Game](#) · [Tutorial](#)

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

[Issa's solution](#)

25.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

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26.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Issa's solution](#)

27.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[Issa's solution](#)

28.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Issa's solution](#)

29.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Issa's solution](#)

30.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Issa's solution](#)

31.

1929A

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

Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Issa's solution](#)

32.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,439 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Issa's solution](#)

33.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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34.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
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35.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Issa's solution](#)

36.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Issa's solution](#)

37.

1905A

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

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[Issa's solution](#)

38.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,762 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Issa's solution](#)

39.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[Issa's solution](#)

40.

1900A

[Cover in Water](#) · [Tutorial](#)

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implementation, strings

[Issa's solution](#)

41.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,384 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Issa's solution](#)

42.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Issa's solution](#)

43.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Issa's solution](#)

44.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Issa's solution](#)

45.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[Issa's solution](#)

46.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

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47.

1884A

[Simple Design](#) · [Tutorial](#)

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

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48.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,709 global accepts · Rating: 800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Issa's solution](#)

49.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,368 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Issa's solution](#)

50.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

51.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

math

[Issa's solution](#)

52.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,521 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

53.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Issa's solution](#)

54.

1867A

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

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

[Issa's solution](#)

55.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,182 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Issa's solution](#)

56.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

57.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Issa's solution](#)

58.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

59.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

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60.

1853A

[Desorting](#) · [Tutorial](#)

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[Issa's solution](#)

61.

1844A

[Subtraction Game](#) · [Tutorial](#)

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62.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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63.

1842A

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

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64.

1836A

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[Issa's solution](#)

65.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,671 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

66.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Issa's solution](#)

67.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,854 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

68.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Issa's solution](#)

69.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Issa's solution](#)

70.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Issa's solution](#)

71.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Issa's solution](#)

72.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

73.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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74.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Issa's solution](#)

75.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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76.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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77.

1788A

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Quality: 53,030 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

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78.

1787A

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Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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79.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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80.

1792A

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Quality: 30,977 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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81.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,028 global accepts · Rating: 800 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

82.

1783A

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

Quality: 48,751 global accepts · Rating: 800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Issa's solution](#)

83.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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84.

1768A

[Greatest Convex](#) · [Tutorial](#)

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[Issa's solution](#)

85.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

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86.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,051 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Issa's solution](#)

87.

1769A

[B47C00D0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

[Issa's solution](#)

88.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Issa's solution](#)

89.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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90.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,825 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Issa's solution](#)

91.

1760B

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

Quality: 53,347 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Issa's solution](#)

92.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,947 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Issa's solution](#)

93.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Issa's solution](#)

94.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Issa's solution](#)

95.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Issa's solution](#)

96.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

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97.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Issa's solution](#)

98.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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99.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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100.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Issa's solution](#)

101.

1754A

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102.

1749A

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Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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103.

1746B

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Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

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104.

1746A

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Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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105.

1741B

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Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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106.

1741A

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Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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107.

1736A

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Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Issa's solution](#)

108.

1735A

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Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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109.

1738A

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Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
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110.

1739A

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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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111.

1730A

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Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
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112.

1733A

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Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Issa's solution](#)

113.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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114.

1728A

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115.

1717A

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116.

1721A

[Image](#) · [Tutorial](#)

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117.

1715A

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

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118.

1720B

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Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

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119.

1719B

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120.

1719A

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Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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121.

1712B

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

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

[Issa's solution](#)

122.

1712A

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

[Issa's solution](#)

123.

1713A

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Quality: 22,821 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[Issa's solution](#)

124.

1716B

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

[Issa's solution](#)

125.

1716A

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

[Issa's solution](#)

126.

1704A

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

[Issa's solution](#)

127.

1711A

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128.

1709A

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[Issa's solution](#)

129.

1706A

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130.

1708A

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[Issa's solution](#)

131.

1699A

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132.

1698B

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133.

1698A

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134.

1696A

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1700A

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1695A

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137.

1694A

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138.

1560C

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139.

1560B

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140.

1560A

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Quality: 73,518 global accepts · Rating: 800 · first AC: 2021-10-13 · last AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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141.

988A

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Quality: 28,504 global accepts · Rating: 800 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
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142.

1697A

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143.

1102A

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1689A

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145.

1690C

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146.

1690B

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147.

1690A

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

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148.

1688B

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149.

1688A

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150.

1454B

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151.

1454A

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152.

1681B

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153.

1681A

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154.

1682A

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155.

1684B

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156.

1684A

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157.

1506A

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158.

1183A

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159.

1547B

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160.

1547A

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161.

1676C

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162.

1676B

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163.

1676A

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164.

1678B1

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165.

1675A

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166.

1003A

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167.

1551B1

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Quality: 31,326 global accepts · Rating: 800 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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168.

1551A

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169.

1118A

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Quality: 21,589 global accepts · Rating: 800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: math

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170.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

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171.

1674A

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Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

172.

1673A

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Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[Issa's solution](#)

173.

1296A

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174.

1108A

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175.

1283A

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176.

821A

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Quality: 8,989 global accepts · Rating: 800 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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177.

1015A

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178.

1672B

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179.

1672A

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[Issa's solution](#)

180.

1671A

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Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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181.

1669A

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182.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,552 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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183.

1669C

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Quality: 41,482 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

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184.

1668A

[Direction Change](#) · [Tutorial](#)

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185.

1207A

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[Issa's solution](#)

186.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

187.

1665A

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188.

1660B

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[Issa's solution](#)

189.

1660A

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[Issa's solution](#)

190.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Issa's solution](#)

191.

1657B

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[Issa's solution](#)

192.

1657A

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Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Issa's solution](#)

193.

1654B

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[Issa's solution](#)

194.

1654A

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[Issa's solution](#)

195.

1647A

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[Issa's solution](#)

196.

1651B

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Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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197.

1651A

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[Issa's solution](#)

198.

1649A

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Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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199.

1646B

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[Issa's solution](#)

200.

1646A

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[Issa's solution](#)

201.

1642A

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202.

1644B

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[Issa's solution](#)

203.

1644A

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[Issa's solution](#)

204.

1635B

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[Issa's solution](#)

205.

1635A

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206.

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207.

1637A

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208.

1634A

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1520B

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1348A

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1632A

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1631A

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217.

1325B

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1627A

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1624A

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1621A

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1180A

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1343B

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226.

1616A

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227.

1623A

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292.

151A

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112A

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302.

1360A

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1399B

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472A

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Quality: 70,780 global accepts · Rating: 800 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Issa's solution](#)

311.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

[Issa's solution](#)

312.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,073 global accepts · Rating: 800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Issa's solution](#)

313.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,245 global accepts · Rating: 800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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314.

1352A

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Quality: 104,149 global accepts · Rating: 800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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315.

1579A

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Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

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316.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,944 global accepts · Rating: 800 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

317.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,435 global accepts · Rating: 800 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

318.

136A

[Presents](#) · [Tutorial](#)

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319.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,416 global accepts · Rating: 800 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Issa's solution](#)

320.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,685 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Issa's solution](#)

321.

1426A

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322.

1328A

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[Issa's solution](#)

323.

268A

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Quality: 104,225 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force
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324.

110A

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[Issa's solution](#)

325.

263A

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Quality: 318,060 global accepts · Rating: 800 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Issa's solution](#)

326.

116A

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[Issa's solution](#)

327.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,552 global accepts · Rating: 800 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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328.

1186A

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329.

141A

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Quality: 101,414 global accepts · Rating: 800 · first AC: 2021-04-27 · last AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[Issa's solution](#)

330.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,103 global accepts · Rating: 800 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[Issa's solution](#)

331.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,674 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Issa's solution](#)

332.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,967 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Issa's solution](#)

333.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,970 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Issa's solution](#)

334.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,076 global accepts · Rating: 800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Issa's solution](#)

335.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,809 global accepts · Rating: 800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Issa's solution](#)

336.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,095 global accepts · Rating: 800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Issa's solution](#)

337.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,832 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

338.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,219 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Issa's solution](#)

339.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,119 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

340.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,442 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Issa's solution](#)

341.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,224 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

342.

486A

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

Quality: 154,170 global accepts · Rating: 800 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Issa's solution](#)

343.

1030A

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Quality: 171,490 global accepts · Rating: 800 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

344.

344A

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Quality: 153,356 global accepts · Rating: 800 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

345.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,970 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

346.

677A

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Quality: 180,662 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

347.

734A

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Quality: 195,563 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Issa's solution](#)

348.

977A

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

Quality: 217,530 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

349.

59A

[Word](#) · [Tutorial](#)

Quality: 227,977 global accepts · Rating: 800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Issa's solution](#)

350.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,486 global accepts · Rating: 800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Issa's solution](#)

351.

546A

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Quality: 235,251 global accepts · Rating: 800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Issa's solution](#)

352.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,038 global accepts · Rating: 800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Issa's solution](#)

353.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,360 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

354.

231A

[Team](#) · [Tutorial](#)

Quality: 430,342 global accepts · Rating: 800 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Issa's solution](#)

355.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,775 global accepts · Rating: 800 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Issa's solution](#)

356.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,993 global accepts · Rating: 800 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Issa's solution](#)

357.

71A

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

Quality: 503,351 global accepts · Rating: 800 · first AC: 2020-11-11 · last AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Issa's solution](#)

358.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,278 global accepts · Rating: 800 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Issa's solution](#)

359.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,612 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Issa's solution](#)

360.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,534 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[Issa's solution](#)

361.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,185 global accepts · Rating: 800 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[Issa's solution](#)

362.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Issa's solution](#)

363.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[Issa's solution](#)

364.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[Issa's solution](#)

365.

2005A

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

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

[Issa's solution](#)

366.

1990A

[Submission Bait](#) · [Tutorial](#)

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

[Issa's solution](#)

367.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,542 global accepts · Rating: 900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Issa's solution](#)

368.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Issa's solution](#)

369.

1927B

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

Quality: 38,139 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Issa's solution](#)

370.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Issa's solution](#)

371.

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Issa's solution](#)

372.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Issa's solution](#)

373.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Issa's solution](#)

374.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Issa's solution](#)

375.

1879B

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

Quality: 25,078 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

376.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,078 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Issa's solution](#)

377.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,501 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Issa's solution](#)

378.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Issa's solution](#)

379.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Issa's solution](#)

380.

1837B

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

Quality: 50,116 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

381.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Issa's solution](#)

382.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Issa's solution](#)

383.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[Issa's solution](#)

384.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Issa's solution](#)

385.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

386.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

387.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

388.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Issa's solution](#)

389.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,893 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Issa's solution](#)

390.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Issa's solution](#)

391.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,265 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Issa's solution](#)

392.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

393.

1735B

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Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

394.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,080 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

395.

1720A

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Quality: 24,365 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Issa's solution](#)

396.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Issa's solution](#)

397.

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[Issa's solution](#)

398.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Issa's solution](#)

399.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,336 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

400.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,905 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

401.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Issa's solution](#)

402.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[Issa's solution](#)

403.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Issa's solution](#)

404.

1675B

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

Quality: 43,302 global accepts · Rating: 900 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Issa's solution](#)

405.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

406.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Issa's solution](#)

407.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Issa's solution](#)

408.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Issa's solution](#)

409.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,907 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Issa's solution](#)

410.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

411.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Issa's solution](#)

412.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

413.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,655 global accepts · Rating: 900 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[Issa's solution](#)

414.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Issa's solution](#)

415.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Issa's solution](#)

416.

115A

[Party](#) · [Tutorial](#)

Quality: 43,362 global accepts · Rating: 900 · first AC: 2021-11-27 · last AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Issa's solution](#)

417.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,512 global accepts · Rating: 900 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Issa's solution](#)

418.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, sortings

[Issa's solution](#)

419.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,757 global accepts · Rating: 900 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

420.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Issa's solution](#)

421.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,138 global accepts · Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Issa's solution](#)

422.

1106C

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

Quality: 15,913 global accepts · Rating: 900 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[Issa's solution](#)

423.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

424.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Issa's solution](#)

425.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,081 global accepts · Rating: 900 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Issa's solution](#)

426.

1475B

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

Quality: 57,262 global accepts · Rating: 900 · first AC: 2021-05-06 · last AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Issa's solution](#)

427.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,794 global accepts · Rating: 900 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Issa's solution](#)

428.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Issa's solution](#)

429.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,691 global accepts · Rating: 900 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Issa's solution](#)

430.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,991 global accepts · Rating: 900 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Issa's solution](#)

431.

1337B

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

Quality: 36,867 global accepts · Rating: 900 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Issa's solution](#)

432.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,394 global accepts · Rating: 900 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Issa's solution](#)

433.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,700 global accepts · Rating: 900 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

434.

1613A

[Long Comparison](#) · [Tutorial](#)

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

[Issa's solution](#)

435.

1609A

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

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

[Issa's solution](#)

436.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[Issa's solution](#)

437.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Issa's solution](#)

438.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

439.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,918 global accepts · Rating: 900 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Issa's solution](#)

440.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2021-10-05 · last AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[Issa's solution](#)

441.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,027 global accepts · Rating: 900 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Issa's solution](#)

442.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,031 global accepts · Rating: 900 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Issa's solution](#)

443.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,078 global accepts · Rating: 900 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Issa's solution](#)

444.

1095B

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

Quality: 24,340 global accepts · Rating: 900 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Issa's solution](#)

445.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,705 global accepts · Rating: 900 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Issa's solution](#)

446.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,845 global accepts · Rating: 900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Issa's solution](#)

447.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Issa's solution](#)

448.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,048 global accepts · Rating: 900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[Issa's solution](#)

449.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,496 global accepts · Rating: 900 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Issa's solution](#)

450.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,704 global accepts · Rating: 900 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[Issa's solution](#)

451.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,131 global accepts · Rating: 900 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Issa's solution](#)

452.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,022 global accepts · Rating: 900 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

453.

96A

[Football](#) · [Tutorial](#)

Quality: 193,673 global accepts · Rating: 900 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Issa's solution](#)

454.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[Issa's solution](#)

455.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,822 global accepts · Rating: 1000 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Issa's solution](#)

456.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Issa's solution](#)

457.

103433M

[The Pleasant Walk](#) · [Tutorial](#)

Rating: 1000 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

458.

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Issa's solution](#)

459.

1975B

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

Quality: 21,074 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Issa's solution](#)

460.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

461.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math
[Issa's solution](#)

462.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

463.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Issa's solution](#)

464.

1907B

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

Quality: 30,384 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Issa's solution](#)

465.

1888B

[Raspberries](#) · [Tutorial](#)

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

[Issa's solution](#)

466.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Issa's solution](#)

467.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Issa's solution](#)

468.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,383 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Issa's solution](#)

469.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

470.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Issa's solution](#)

471.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

472.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Issa's solution](#)

473.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[Issa's solution](#)

474.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Issa's solution](#)

475.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Issa's solution](#)

476.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,415 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Issa's solution](#)

477.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Issa's solution](#)

478.

1769B1

[A = "068D" > C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math
[Issa's solution](#)

479.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Issa's solution](#)

480.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[Issa's solution](#)

481.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 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
[Issa's solution](#)

482.

1721B

[Deadly Laser](#) · [Tutorial](#)

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

[Issa's solution](#)

483.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,615 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Issa's solution](#)

484.

1713B

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

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

[Issa's solution](#)

485.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

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

[Issa's solution](#)

486.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Issa's solution](#)

487.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

488.

1690D

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

Quality: 47,050 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Issa's solution](#)

489.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,639 global accepts · Rating: 1000 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Issa's solution](#)

490.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Issa's solution](#)

491.

1256A

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

Quality: 32,434 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[Issa's solution](#)

492.

1165B

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

Quality: 24,289 global accepts · Rating: 1000 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Issa's solution](#)

493.

1133A

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

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

494.

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[Issa's solution](#)

495.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

496.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings, two pointers

[Issa's solution](#)

497.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Issa's solution](#)

498.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1000 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Issa's solution](#)

499.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

500.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Issa's solution](#)

501.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[Issa's solution](#)

502.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,966 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Issa's solution](#)

503.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Issa's solution](#)

504.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,790 global accepts · Rating: 1000 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Issa's solution](#)

505.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Issa's solution](#)

506.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Issa's solution](#)

507.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: math
[Issa's solution](#)

508.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Issa's solution](#)

509.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[Issa's solution](#)

510.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,025 global accepts · Rating: 1000 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, math
[Issa's solution](#)

511.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings
[Issa's solution](#)

512.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: math
[Issa's solution](#)

513.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
[Issa's solution](#)

514.

1620B

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

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

[Issa's solution](#)

515.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Issa's solution](#)

516.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[Issa's solution](#)

517.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Issa's solution](#)

518.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,286 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Issa's solution](#)

519.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

520.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,888 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Issa's solution](#)

521.

1613B

[Absent Remainder](#) · [Tutorial](#)

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

[Issa's solution](#)

522.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 1000 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Issa's solution](#)

523.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,836 global accepts · Rating: 1000 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Issa's solution](#)

524.

577A

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

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Issa's solution](#)

525.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,941 global accepts · Rating: 1000 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Issa's solution](#)

526.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Issa's solution](#)

527.

1614B

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

Quality: 29,040 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Issa's solution](#)

528.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Issa's solution](#)

529.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,386 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Issa's solution](#)

530.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Issa's solution](#)

531.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,990 global accepts · Rating: 1000 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Issa's solution](#)

532.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,848 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Issa's solution](#)

533.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,621 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Issa's solution](#)

534.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,616 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Issa's solution](#)

535.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,014 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Issa's solution](#)

536.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,056 global accepts · Rating: 1000 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Issa's solution](#)

537.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Issa's solution](#)

538.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Issa's solution](#)

539.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,942 global accepts · Rating: 1000 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Issa's solution](#)

540.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Issa's solution](#)

541.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,273 global accepts · Rating: 1000 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

542.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,708 global accepts · Rating: 1000 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Issa's solution](#)

543.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,382 global accepts · Rating: 1000 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

544.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,505 global accepts · Rating: 1000 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

545.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,988 global accepts · Rating: 1000 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Issa's solution](#)

546.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,293 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Issa's solution](#)

547.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,815 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Issa's solution](#)

548.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,400 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Issa's solution](#)

549.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,465 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Issa's solution](#)

550.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Issa's solution](#)

551.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,574 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Issa's solution](#)

552.

2086B

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

Quality: 18,994 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Issa's solution](#)

553.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Issa's solution](#)

554.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Issa's solution](#)

555.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

556.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Issa's solution](#)

557.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[Issa's solution](#)

558.

1991B

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

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

559.

1994B

[Fun Game](#) · [Tutorial](#)

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

560.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[Issa's solution](#)

561.

1917B

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

Quality: 36,365 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[Issa's solution](#)

562.

1905B

[Begginner's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
[Issa's solution](#)

563.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Issa's solution](#)

564.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[Issa's solution](#)

565.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,026 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[Issa's solution](#)

566.

1884B

[Haunted House](#) · [Tutorial](#)

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

567.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Issa's solution](#)

568.

1867B

[XOR Palindromes](#) · [Tutorial](#)

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

569.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings
[Issa's solution](#)

570.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Issa's solution](#)

571.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Issa's solution](#)

572.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Issa's solution](#)

573.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[Issa's solution](#)

574.

1842B

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

Quality: 25,547 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Issa's solution](#)

575.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Issa's solution](#)

576.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Issa's solution](#)

577.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Issa's solution](#)

578.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,818 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Issa's solution](#)

579.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,117 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Issa's solution](#)

580.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

581.

1788B

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

Quality: 22,358 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Issa's solution](#)

582.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Issa's solution](#)

583.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,981 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Issa's solution](#)

584.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

585.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Issa's solution](#)

586.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

587.

1686C

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

Rating: 1100 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Issa's solution](#)

588.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Issa's solution](#)

589.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
[Issa's solution](#)

590.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Issa's solution](#)

591.

1717B

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

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

592.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Issa's solution](#)

593.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Issa's solution](#)

594.

1708B

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

Quality: 28,417 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Issa's solution](#)

595.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings
[Issa's solution](#)

596.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[Issa's solution](#)

597.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,152 global accepts · Rating: 1100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Issa's solution](#)

598.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Issa's solution](#)

599.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Issa's solution](#)

600.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Issa's solution](#)

601.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

602.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,781 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Issa's solution](#)

603.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Issa's solution](#)

604.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Issa's solution](#)

605.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Issa's solution](#)

606.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

607.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,622 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Issa's solution](#)

608.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

609.

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Issa's solution](#)

610.

1656B

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

Quality: 26,810 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Issa's solution](#)

611.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,292 global accepts · Rating: 1100 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[Issa's solution](#)

612.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[Issa's solution](#)

613.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Issa's solution](#)

614.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Issa's solution](#)

615.

1631B

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

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

[Issa's solution](#)

616.

1626B

[Minor Reduction](#) · [Tutorial](#)

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

[Issa's solution](#)

617.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Issa's solution](#)

618.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,610 global accepts · Rating: 1100 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Issa's solution](#)

619.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[Issa's solution](#)

620.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Issa's solution](#)

621.

104B

[Testing Pants for Sadness](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[Issa's solution](#)

622.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Issa's solution](#)

623.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Issa's solution](#)

624.

1623B

[Game on Ranges](#) · [Tutorial](#)

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

[Issa's solution](#)

625.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Issa's solution](#)

626.

467B

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

Quality: 42,859 global accepts · Rating: 1100 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Issa's solution](#)

627.

1618C

[Paint the Array](#) · [Tutorial](#)

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

[Issa's solution](#)

628.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[Issa's solution](#)

629.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Issa's solution](#)

630.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Issa's solution](#)

631.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Issa's solution](#)

632.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Issa's solution](#)

633.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[Issa's solution](#)

634.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Issa's solution](#)

635.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Issa's solution](#)

636.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Issa's solution](#)

637.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Issa's solution](#)

638.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Issa's solution](#)

639.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,969 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Issa's solution](#)

640.

368B

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

Quality: 49,906 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Issa's solution](#)

641.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,089 global accepts · Rating: 1100 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Issa's solution](#)

642.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Issa's solution](#)

643.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Issa's solution](#)

644.

706B

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

Quality: 84,477 global accepts · Rating: 1100 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[Issa's solution](#)

645.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Issa's solution](#)

646.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,828 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Issa's solution](#)

647.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,845 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[Issa's solution](#)

648.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Issa's solution](#)

649.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Issa's solution](#)

650.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Issa's solution](#)

651.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Issa's solution](#)

652.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Issa's solution](#)

653.

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

654.

2005B2

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

Quality: 21,690 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Issa's solution](#)

655.

2003C

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

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

[Issa's solution](#)

656.

1990B

[Array Craft](#) · [Tutorial](#)

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

[Issa's solution](#)

657.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Issa's solution](#)

658.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Issa's solution](#)

659.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Issa's solution](#)

660.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Issa's solution](#)

661.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Issa's solution](#)

662.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Issa's solution](#)

663.

1909B

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

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Issa's solution](#)

664.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Issa's solution](#)

665.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Issa's solution](#)

666.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Issa's solution](#)

667.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings

[Issa's solution](#)

668.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Issa's solution](#)

669.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Issa's solution](#)

670.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Issa's solution](#)

671.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,844 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Issa's solution](#)

672.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Issa's solution](#)

673.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,414 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Issa's solution](#)

674.

1808B

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

Quality: 29,673 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Issa's solution](#)

675.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Issa's solution](#)

676.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,113 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Issa's solution](#)

677.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

678.

1769C1

[A&TOD CD\\$:C •](#)

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[Issa's solution](#)

679.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,030 global accepts · Rating: 1200 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, strings

[Issa's solution](#)

680.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[Issa's solution](#)

681.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Issa's solution](#)

682.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Issa's solution](#)

683.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
[Issa's solution](#)

684.

1734C

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

Quality: 28,641 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Issa's solution](#)

685.

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
[Issa's solution](#)

686.

1713C

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

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

687.

1704C

[Virus](#) · [Tutorial](#)

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

688.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,592 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Issa's solution](#)

689.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Issa's solution](#)

690.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 1200 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[Issa's solution](#)

691.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: games
[Issa's solution](#)

692.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Issa's solution](#)

693.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Issa's solution](#)

694.

1679B

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

Quality: 27,438 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Issa's solution](#)

695.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: sortings, two pointers

[Issa's solution](#)

696.

1133B

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

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Issa's solution](#)

697.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

698.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Issa's solution](#)

699.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, two pointers

[Issa's solution](#)

700.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

701.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

702.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

703.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,394 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Issa's solution](#)

704.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[Issa's solution](#)

705.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Issa's solution](#)

706.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Issa's solution](#)

707.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Issa's solution](#)

708.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Issa's solution](#)

709.

1647B

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

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

[Issa's solution](#)

710.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,494 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math

[Issa's solution](#)

711.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

712.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

713.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Issa's solution](#)

714.

1635C

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

Quality: 25,141 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Issa's solution](#)

715.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers
[Issa's solution](#)

716.

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Issa's solution](#)

717.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,338 global accepts · Rating: 1200 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Issa's solution](#)

718.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Issa's solution](#)

719.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Issa's solution](#)

720.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[Issa's solution](#)

721.

1343C

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

Quality: 44,080 global accepts · Rating: 1200 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[Issa's solution](#)

722.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation
[Issa's solution](#)

723.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

724.

1352C

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

Quality: 69,782 global accepts · Rating: 1200 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Issa's solution](#)

725.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy

[Issa's solution](#)

726.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, sortings

[Issa's solution](#)

727.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Issa's solution](#)

728.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

729.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[Issa's solution](#)

730.

492B

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

Quality: 90,204 global accepts · Rating: 1200 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, sortings

[Issa's solution](#)

731.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, sortings

[Issa's solution](#)

732.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Issa's solution](#)

733.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

734.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,586 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[Issa's solution](#)

735.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,879 global accepts · Rating: 1200 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[Issa's solution](#)

736.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Issa's solution](#)

737.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Issa's solution](#)

738.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,829 global accepts · Rating: 1200 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

739.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Issa's solution](#)

740.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,406 global accepts · Rating: 1200 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

741.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[Issa's solution](#)

742.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Issa's solution](#)

743.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,560 global accepts · Rating: 1200 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Issa's solution](#)

744.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[Issa's solution](#)

745.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,910 global accepts · Rating: 1200 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Issa's solution](#)

746.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

747.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,345 global accepts · Rating: 1200 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Issa's solution](#)

748.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Issa's solution](#)

749.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Issa's solution](#)

750.

2086C

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

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Issa's solution](#)

751.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

752.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

753.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

754.

2023A

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

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

math, sortings

[Issa's solution](#)

755.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

756.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Issa's solution](#)

757.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Issa's solution](#)

758.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Issa's solution](#)

759.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Issa's solution](#)

760.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Issa's solution](#)

761.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Issa's solution](#)

762.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Issa's solution](#)

763.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Issa's solution](#)

764.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Issa's solution](#)

765.

1881D

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

Quality: 28,443 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Issa's solution](#)

766.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Issa's solution](#)

767.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Issa's solution](#)

768.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 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

[Issa's solution](#)

769.

1867C

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

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

[Issa's solution](#)

770.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

771.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Issa's solution](#)

772.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Issa's solution](#)

773.

1119B

[Allyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, greedy, sortings

[Issa's solution](#)

774.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Issa's solution](#)

775.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

776.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Issa's solution](#)

777.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Issa's solution](#)

778.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Issa's solution](#)

779.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Issa's solution](#)

780.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Issa's solution](#)

781.

1769C2

[A0-J00rD CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[Issa's solution](#)

782.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Issa's solution](#)

783.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Issa's solution](#)

784.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Issa's solution](#)

785.

1736C1

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

Quality: 16,531 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Issa's solution](#)

786.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Issa's solution](#)

787.

1733C

[Parity Shuffle Sorting · Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Issa's solution](#)

788.

1717C

[Madoka and Formal Statement · Tutorial](#)

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

[Issa's solution](#)

789.

1711B

[Party · Tutorial](#)

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

[Issa's solution](#)

790.

1703F

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

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Issa's solution](#)

791.

814B

[An express train to reveries · Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Issa's solution](#)

792.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, strings

[Issa's solution](#)

793.

1694C

[Directional Increase · Tutorial](#)

Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

794.

1560D

[Make a Power of Two · Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Issa's solution](#)

795.

1077C

[Good Array · Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Issa's solution](#)

796.

1454D

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

Quality: 22,157 global accepts · Rating: 1300 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Issa's solution](#)

797.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Issa's solution](#)

798.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Issa's solution](#)

799.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,008 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Issa's solution](#)

800.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,400 global accepts · Rating: 1300 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

801.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[Issa's solution](#)

802.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Issa's solution](#)

803.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Issa's solution](#)

804.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,259 global accepts · Rating: 1300 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Issa's solution](#)

805.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Issa's solution](#)

806.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,120 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Issa's solution](#)

807.

1668C

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

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

808.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[Issa's solution](#)

809.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · last AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[Issa's solution](#)

810.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation
[Issa's solution](#)

811.

1647C

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

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

812.

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Issa's solution](#)

813.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1300 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, number theory
[Issa's solution](#)

814.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Issa's solution](#)

815.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Issa's solution](#)

816.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Issa's solution](#)

817.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Issa's solution](#)

818.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, two pointers

[Issa's solution](#)

819.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,348 global accepts · Rating: 1300 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, two pointers

[Issa's solution](#)

820.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Issa's solution](#)

821.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,501 global accepts · Rating: 1300 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, sortings

[Issa's solution](#)

822.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Issa's solution](#)

823.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Issa's solution](#)

824.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Issa's solution](#)

825.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,889 global accepts · Rating: 1300 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Issa's solution](#)

826.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, math
[Issa's solution](#)

827.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,456 global accepts · Rating: 1300 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Issa's solution](#)

828.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Issa's solution](#)

829.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Issa's solution](#)

830.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Issa's solution](#)

831.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,177 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers
[Issa's solution](#)

832.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[Issa's solution](#)

833.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Issa's solution](#)

834.

1585C

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

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Issa's solution](#)

835.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[Issa's solution](#)

836.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Issa's solution](#)

837.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Issa's solution](#)

838.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Issa's solution](#)

839.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Issa's solution](#)

840.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Issa's solution](#)

841.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,018 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Issa's solution](#)

842.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,883 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Issa's solution](#)

843.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Issa's solution](#)

844.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,814 global accepts · Rating: 1300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Issa's solution](#)

845.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,181 global accepts · Rating: 1300 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Issa's solution](#)

846.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,889 global accepts · Rating: 1300 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Issa's solution](#)

847.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Issa's solution](#)

848.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Issa's solution](#)

849.

1993C

[Light Switches](#) · [Tutorial](#)

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

[Issa's solution](#)

850.

1972D1

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

Rating: 1400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Issa's solution](#)

851.

1972C

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

Rating: 1400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Issa's solution](#)

852.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Issa's solution](#)

853.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Issa's solution](#)

854.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Issa's solution](#)

855.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

856.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Issa's solution](#)

857.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Issa's solution](#)

858.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[Issa's solution](#)

859.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,671 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[Issa's solution](#)

860.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Issa's solution](#)

861.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Issa's solution](#)

862.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,580 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Issa's solution](#)

863.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Issa's solution](#)

864.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Issa's solution](#)

865.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Issa's solution](#)

866.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Issa's solution](#)

867.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Issa's solution](#)

868.

1888C

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

869.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Issa's solution](#)

870.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

871.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,567 global accepts · Rating: 1400 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Issa's solution](#)

872.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

873.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Issa's solution](#)

874.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Issa's solution](#)

875.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Issa's solution](#)

876.

1800E1

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

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Issa's solution](#)

877.

1769B2

[A > C&O8CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[Issa's solution](#)

878.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Issa's solution](#)

879.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Issa's solution](#)

880.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Issa's solution](#)

881.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,074 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

882.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Issa's solution](#)

883.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Issa's solution](#)

884.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Issa's solution](#)

885.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Issa's solution](#)

886.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Issa's solution](#)

887.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[Issa's solution](#)

888.

1721C

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

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

889.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[Issa's solution](#)

890.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation
[Issa's solution](#)

891.

1705C

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

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

892.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
[Issa's solution](#)

893.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[Issa's solution](#)

894.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[Issa's solution](#)

895.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Issa's solution](#)

896.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Issa's solution](#)

897.

1506D

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

Quality: 25,541 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Issa's solution](#)

898.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1400 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

899.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Issa's solution](#)

900.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Issa's solution](#)

901.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Issa's solution](#)

902.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

903.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,953 global accepts · Rating: 1400 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

904.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Issa's solution](#)

905.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Issa's solution](#)

906.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Issa's solution](#)

907.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Issa's solution](#)

908.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Issa's solution](#)

909.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Issa's solution](#)

910.

26B

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

Quality: 25,863 global accepts · Rating: 1400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

911.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, matrices

[Issa's solution](#)

912.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,459 global accepts · Rating: 1400 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Issa's solution](#)

913.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Issa's solution](#)

914.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Issa's solution](#)

915.

369B

[Valera and Contest](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2022-01-04 · last AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Issa's solution](#)

916.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,469 global accepts · Rating: 1400 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Issa's solution](#)

917.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Issa's solution](#)

918.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[Issa's solution](#)

919.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,248 global accepts · Rating: 1400 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[Issa's solution](#)

920.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,097 global accepts · Rating: 1400 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Issa's solution](#)

921.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[Issa's solution](#)

922.

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Issa's solution](#)

923.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,400 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Issa's solution](#)

924.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Issa's solution](#)

925.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Issa's solution](#)

926.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

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927.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu

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928.

977D

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929.

1285C

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Quality: 28,144 global accepts · Rating: 1400 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
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930.

1365C

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Quality: 24,984 global accepts · Rating: 1400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
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931.

1375C

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932.

1143C

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Quality: 17,652 global accepts · Rating: 1400 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
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933.

802J1

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Quality: 6,534 global accepts · Rating: 1400 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
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934.

475B

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Quality: 9,249 global accepts · Rating: 1400 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
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935.

1505C

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936.

505B

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Quality: 14,983 global accepts · Rating: 1400 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs
[Issa's solution](#)

937.

1167C

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938.

279B

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Quality: 72,454 global accepts · Rating: 1400 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[Issa's solution](#)

939.

489C

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Quality: 51,684 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Issa's solution](#)

940.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Issa's solution](#)

941.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[Issa's solution](#)

942.

2053C

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[Issa's solution](#)

943.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Issa's solution](#)

944.

2003D1

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

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

[Issa's solution](#)

945.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Issa's solution](#)

946.

1997D

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

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

[Issa's solution](#)

947.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

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

[Issa's solution](#)

948.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Issa's solution](#)

949.

1925C

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Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Issa's solution](#)

950.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Issa's solution](#)

951.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Issa's solution](#)

952.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,691 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

953.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Issa's solution](#)

954.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Issa's solution](#)

955.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Issa's solution](#)

956.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,383 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Issa's solution](#)

957.

1842C

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

Quality: 16,497 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

958.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Issa's solution](#)

959.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Issa's solution](#)

960.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Issa's solution](#)

961.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Issa's solution](#)

962.

1800E2

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

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Issa's solution](#)

963.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Issa's solution](#)

964.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,761 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Issa's solution](#)

965.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Issa's solution](#)

966.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

967.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Issa's solution](#)

968.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Issa's solution](#)

969.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Issa's solution](#)

970.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Issa's solution](#)

971.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Issa's solution](#)

972.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Issa's solution](#)

973.

1486B

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

Quality: 20,484 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Issa's solution](#)

974.

1352F

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

Quality: 19,404 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Issa's solution](#)

975.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Issa's solution](#)

976.

1372C

[Omkar and Baseball](#) · [Tutorial](#)

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

977.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[Issa's solution](#)

978.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[Issa's solution](#)

979.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Issa's solution](#)

980.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Issa's solution](#)

981.

1732D1

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

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

[Issa's solution](#)

982.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Issa's solution](#)

983.

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Issa's solution](#)

984.

1738C

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

Quality: 12,778 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Issa's solution](#)

985.

1739C

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Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Issa's solution](#)

986.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Issa's solution](#)

987.

1711C

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

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

[Issa's solution](#)

988.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, two pointers

[Issa's solution](#)

989.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Issa's solution](#)

990.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Issa's solution](#)

991.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Issa's solution](#)

992.

1690E

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

Quality: 16,991 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Issa's solution](#)

993.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Issa's solution](#)

994.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Issa's solution](#)

995.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Issa's solution](#)

996.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-10 · last AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Issa's solution](#)

997.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

998.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

999.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, sortings

[Issa's solution](#)

1000.

1675E

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

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[Issa's solution](#)

1001.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Issa's solution](#)

1002.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,993 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1003.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Issa's solution](#)

1004.

1133D

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Quality: 16,456 global accepts · Rating: 1500 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[Issa's solution](#)

1005.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[Issa's solution](#)

1006.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Issa's solution](#)

1007.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Issa's solution](#)

1008.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Issa's solution](#)

1009.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive

algorithms, greedy

[Issa's solution](#)

1010.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Issa's solution](#)

1011.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Issa's solution](#)

1012.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Issa's solution](#)

1013.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

1014.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

1015.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Issa's solution](#)

1016.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math

[Issa's solution](#)

1017.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

1018.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

[Issa's solution](#)

1019.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, strings

[Issa's solution](#)

1020.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Issa's solution](#)**1021.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Issa's solution](#)**1022.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Issa's solution](#)**1023.**

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Issa's solution](#)**1024.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Issa's solution](#)**1025.**

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Issa's solution](#)**1026.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)**1027.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math

[Issa's solution](#)**1028.**

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Issa's solution](#)**1029.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Issa's solution](#)

1030.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[Issa's solution](#)

1031.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Issa's solution](#)

1032.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,518 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Issa's solution](#)

1033.

611C

[New Year and Domino](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Issa's solution](#)

1034.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1500 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Issa's solution](#)

1035.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Issa's solution](#)

1036.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, strings

[Issa's solution](#)

1037.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[Issa's solution](#)

1038.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[Issa's solution](#)

1039.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,796 global accepts · Rating: 1500 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, strings, two pointers

[Issa's solution](#)

1040.

1416A

[K-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,724 global accepts · Rating: 1500 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Issa's solution](#)

1041.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,440 global accepts · Rating: 1500 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, strings, two pointers

[Issa's solution](#)

1042.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,930 global accepts · Rating: 1500 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers

[Issa's solution](#)

1043.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Issa's solution](#)

1044.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Issa's solution](#)

1045.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Issa's solution](#)

1046.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Issa's solution](#)

1047.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

1048.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Issa's solution](#)

1049.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[Issa's solution](#)

1050.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Issa's solution](#)**1051.**

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Issa's solution](#)**1052.**

1621B

[Integers Shop](#) · [Tutorial](#)

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

[Issa's solution](#)**1053.**

104C

[Cthulhu](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dsu, trees

[Issa's solution](#)**1054.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Issa's solution](#)**1055.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 1500 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[Issa's solution](#)**1056.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,497 global accepts · Rating: 1500 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Issa's solution](#)**1057.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[Issa's solution](#)**1058.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,661 global accepts · Rating: 1500 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Issa's solution](#)**1059.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,558 global accepts · Rating: 1500 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Issa's solution](#)

1060.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[Issa's solution](#)

1061.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[Issa's solution](#)

1062.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths
[Issa's solution](#)

1063.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings
[Issa's solution](#)

1064.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,478 global accepts · Rating: 1500 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[Issa's solution](#)

1065.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,555 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings
[Issa's solution](#)

1066.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms
[Issa's solution](#)

1067.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[Issa's solution](#)

1068.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[Issa's solution](#)

1069.

1994C

[Hungry Games](#) · [Tutorial](#)

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

1070.

1904D1

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

Quality: 8,623 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Issa's solution](#)

1071.

1907E

[Good Triples · Tutorial](#)

Quality: 15,800 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Issa's solution](#)

1072.

1137A

[Skyscrapers · Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Issa's solution](#)

1073.

1137B

[Camp Schedule · Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[Issa's solution](#)

1074.

1886C

[Decreasing String · Tutorial](#)

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Issa's solution](#)

1075.

1849C

[Binary String Copying · Tutorial](#)

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Issa's solution](#)

1076.

559A

[Gerald's Hexagon · Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[Issa's solution](#)

1077.

1856C

[To Become Max · Tutorial](#)

Quality: 18,335 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Issa's solution](#)

1078.

1833E

[Round Dance · Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Issa's solution](#)

1079.

1796C

[Maximum Set · Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Issa's solution](#)

1080.

1795D

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

Quality: 13,076 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Issa's solution](#)

1081.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Issa's solution](#)

1082.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[Issa's solution](#)

1083.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Issa's solution](#)

1084.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Issa's solution](#)

1085.

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Issa's solution](#)

1086.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, two pointers
[Issa's solution](#)

1087.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, two pointers
[Issa's solution](#)

1088.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Issa's solution](#)

1089.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[Issa's solution](#)

1090.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar
[Issa's solution](#)

1091.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[Issa's solution](#)

1092.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[Issa's solution](#)

1093.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[Issa's solution](#)

1094.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings
[Issa's solution](#)

1095.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[Issa's solution](#)

1096.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
[Issa's solution](#)

1097.

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Issa's solution](#)

1098.

979C

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

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees
[Issa's solution](#)

1099.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, trees
[Issa's solution](#)

1100.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[Issa's solution](#)

1101.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Issa's solution](#)

1102.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Issa's solution](#)

1103.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Issa's solution](#)

1104.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Issa's solution](#)

1105.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Issa's solution](#)

1106.

1748C

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

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Issa's solution](#)

1107.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[Issa's solution](#)

1108.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Issa's solution](#)

1109.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1110.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Issa's solution](#)

1111.

1352G

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

Quality: 24,807 global accepts · Rating: 1600 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Issa's solution](#)

1112.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Issa's solution](#)

1113.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Issa's solution](#)

1114.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Issa's solution](#)

1115.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Issa's solution](#)

1116.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Issa's solution](#)

1117.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Issa's solution](#)

1118.

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Issa's solution](#)

1119.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Issa's solution](#)

1120.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Issa's solution](#)

1121.

1678C

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

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

[Issa's solution](#)

1122.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Issa's solution](#)

1123.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,724 global accepts · Rating: 1600 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Issa's solution](#)

1124.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[Issa's solution](#)

1125.

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Issa's solution](#)

1126.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[Issa's solution](#)

1127.

1003D

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

Quality: 8,561 global accepts · Rating: 1600 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Issa's solution](#)

1128.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[Issa's solution](#)

1129.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[Issa's solution](#)

1130.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[Issa's solution](#)

1131.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[Issa's solution](#)

1132.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Issa's solution](#)

1133.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Issa's solution](#)

1134.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[Issa's solution](#)

1135.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Issa's solution](#)

1136.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
[Issa's solution](#)

1137.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[Issa's solution](#)

1138.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, math
[Issa's solution](#)

1139.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[Issa's solution](#)

1140.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, sortings
[Issa's solution](#)

1141.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[Issa's solution](#)

1142.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math
[Issa's solution](#)

1143.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Issa's solution](#)

1144.

1660D

[Maximum Product Strikes Back · Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[Issa's solution](#)

1145.

1288C

[Two Arrays · Tutorial](#)

Quality: 15,275 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Issa's solution](#)

1146.

151D

[Quantity of Strings · Tutorial](#)

Rating: 1600 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, graphs, math

[Issa's solution](#)

1147.

722C

[Destroying Array · Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Issa's solution](#)

1148.

734C

[Anton and Making Potions · Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Issa's solution](#)

1149.

1622C

[Set or Decrease · Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Issa's solution](#)

1150.

1604D

[Moderate Modular Mode · Tutorial](#)

Rating: 1600 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Issa's solution](#)

1151.

1109A

[Sasha and a Bit of Relax · Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Issa's solution](#)

1152.

1151B

[Dima and a Bad XOR · Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Issa's solution](#)

1153.

446A

[DZY Loves Sequences · Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[Issa's solution](#)

1154.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Issa's solution](#)

1155.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Issa's solution](#)

1156.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Issa's solution](#)

1157.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Issa's solution](#)

1158.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation

[Issa's solution](#)

1159.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Issa's solution](#)

1160.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1600 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[Issa's solution](#)

1161.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Issa's solution](#)

1162.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Issa's solution](#)

1163.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, implementation, sortings

[Issa's solution](#)

1164.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,630 global accepts · Rating: 1600 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Issa's solution](#)

1165.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

1166.

1520F1

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

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Issa's solution](#)

1167.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Issa's solution](#)

1168.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Issa's solution](#)

1169.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,515 global accepts · Rating: 1600 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[Issa's solution](#)

1170.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,650 global accepts · Rating: 1600 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, number theory

[Issa's solution](#)

1171.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Issa's solution](#)

1172.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Issa's solution](#)

1173.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1600 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

1174.

1476C

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

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Issa's solution](#)

1175.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers

[Issa's solution](#)

1176.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Issa's solution](#)

1177.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,782 global accepts · Rating: 1600 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[Issa's solution](#)

1178.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Issa's solution](#)

1179.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Issa's solution](#)

1180.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,082 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[Issa's solution](#)

1181.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,170 global accepts · Rating: 1600 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings

[Issa's solution](#)

1182.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Issa's solution](#)

1183.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Issa's solution](#)

1184.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Issa's solution](#)

1185.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Issa's solution](#)

1186.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[Issa's solution](#)

1187.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Issa's solution](#)

1188.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Issa's solution](#)

1189.

2071C

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

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Issa's solution](#)

1190.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Issa's solution](#)

1191.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Issa's solution](#)

1192.

2023B

[Skipping](#) · [Tutorial](#)

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

[Issa's solution](#)

1193.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Issa's solution](#)

1194.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp,

greedy, shortest paths, trees

[Issa's solution](#)

1195.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Issa's solution](#)

1196.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Issa's solution](#)

1197.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Issa's solution](#)

1198.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Issa's solution](#)

1199.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Issa's solution](#)

1200.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Issa's solution](#)

1201.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Issa's solution](#)

1202.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Issa's solution](#)

1203.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Issa's solution](#)

1204.

1884C

[Medium Design](#) · [Tutorial](#)

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

[Issa's solution](#)

1205.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Issa's solution](#)

1206.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,497 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Issa's solution](#)

1207.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Issa's solution](#)

1208.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Issa's solution](#)

1209.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Issa's solution](#)

1210.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Issa's solution](#)

1211.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,478 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Issa's solution](#)

1212.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Issa's solution](#)

1213.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Issa's solution](#)

1214.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Issa's solution](#)

1215.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Issa's solution](#)

1216.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Issa's solution](#)

1217.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Issa's solution](#)

1218.

1324E

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

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Issa's solution](#)

1219.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Issa's solution](#)

1220.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Issa's solution](#)

1221.

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Issa's solution](#)

1222.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Issa's solution](#)

1223.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Issa's solution](#)

1224.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Issa's solution](#)

1225.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Issa's solution](#)

1226.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Issa's solution](#)

1227.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,212 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Issa's solution](#)

1228.

1706D1

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

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

[Issa's solution](#)

1229.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Issa's solution](#)

1230.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Issa's solution](#)

1231.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Issa's solution](#)

1232.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Issa's solution](#)

1233.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Issa's solution](#)

1234.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Issa's solution](#)

1235.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Issa's solution](#)

1236.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Issa's solution](#)

1237.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,603 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Issa's solution](#)

1238.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, sortings

[Issa's solution](#)

1239.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Issa's solution](#)

1240.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Issa's solution](#)

1241.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Issa's solution](#)

1242.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Issa's solution](#)

1243.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2022-05-18 · last AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Issa's solution](#)

1244.

1678D

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

Rating: 1700 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Issa's solution](#)

1245.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

1246.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Issa's solution](#)

1247.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,573 global accepts · Rating: 1700 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Issa's solution](#)

1248.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Issa's solution](#)

1249.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Issa's solution](#)

1250.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Issa's solution](#)

1251.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Issa's solution](#)

1252.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Issa's solution](#)

1253.

1203D2

[Remove the Substring \(hard version\) · Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Issa's solution](#)

1254.

1015E1

[Stars Drawing \(Easy Edition\) · Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Issa's solution](#)

1255.

915C

[Permute Digits · Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Issa's solution](#)

1256.

818D

[Multicolored Cars · Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Issa's solution](#)

1257.

1051D

[Bicolorings · Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Issa's solution](#)

1258.

163A

[Substring and Subsequence · Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1259.

900C

[Remove Extra One · Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math

[Issa's solution](#)

1260.

1066E

[Binary Numbers AND Sum · Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Issa's solution](#)

1261.

1619E

[MEX and Increments · Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Issa's solution](#)

1262.

76E

[Points · Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Issa's solution](#)

1263.

76D

[Plus and xor · Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Issa's solution](#)

1264.

382C

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Issa's solution](#)

1265.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[Issa's solution](#)

1266.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Issa's solution](#)

1267.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Issa's solution](#)

1268.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · last AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Issa's solution](#)

1269.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Issa's solution](#)

1270.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, math

[Issa's solution](#)

1271.

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Issa's solution](#)

1272.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1273.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Issa's solution](#)

1274.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Issa's solution](#)

1275.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Issa's solution](#)

1276.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, strings

[Issa's solution](#)

1277.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math

[Issa's solution](#)

1278.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Issa's solution](#)

1279.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Issa's solution](#)

1280.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Issa's solution](#)

1281.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Issa's solution](#)

1282.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Issa's solution](#)

1283.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, strings

[Issa's solution](#)

1284.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Issa's solution](#)

1285.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,434 global accepts · Rating: 1700 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Issa's solution](#)

1286.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Issa's solution](#)

1287.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Issa's solution](#)

1288.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Issa's solution](#)

1289.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Issa's solution](#)

1290.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Issa's solution](#)

1291.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Issa's solution](#)

1292.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Issa's solution](#)

1293.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[Issa's solution](#)

1294.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Issa's solution](#)

1295.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Issa's solution](#)

1296.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Issa's solution](#)

1297.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Issa's solution](#)

1298.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings

[Issa's solution](#)

1299.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Issa's solution](#)

1300.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Issa's solution](#)

1301.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Issa's solution](#)

1302.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2022-02-03 · last AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[Issa's solution](#)

1303.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[Issa's solution](#)

1304.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Issa's solution](#)

1305.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, trees

[Issa's solution](#)

1306.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Issa's solution](#)

1307.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Issa's solution](#)

1308.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,104 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Issa's solution](#)

1309.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,083 global accepts · Rating: 1700 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

1310.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,556 global accepts · Rating: 1700 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Issa's solution](#)

1311.

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1312.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,905 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[Issa's solution](#)

1313.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Issa's solution](#)

1314.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy, implementation, strings

[Issa's solution](#)

1315.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Issa's solution](#)

1316.

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

1317.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Issa's solution](#)

1318.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Issa's solution](#)

1319.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-07 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Issa's solution](#)

1320.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Issa's solution](#)

1321.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings

[Issa's solution](#)

1322.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Issa's solution](#)

1323.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Issa's solution](#)

1324.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Issa's solution](#)

1325.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Issa's solution](#)

1326.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Issa's solution](#)

1327.

1904D2

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

Quality: 5,706 global accepts · Rating: 1800 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Issa's solution](#)

1328.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

1329.

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Issa's solution](#)

1330.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Issa's solution](#)

1331.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[Issa's solution](#)

1332.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Issa's solution](#)

1333.

1862F

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

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Issa's solution](#)

1334.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Issa's solution](#)

1335.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Issa's solution](#)

1336.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Issa's solution](#)

1337.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Issa's solution](#)

1338.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Issa's solution](#)

1339.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Issa's solution](#)

1340.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Issa's solution](#)

1341.

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Issa's solution](#)

1342.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Issa's solution](#)

1343.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Issa's solution](#)

1344.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

1345.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Issa's solution](#)

1346.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Issa's solution](#)

1347.

1780D

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

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Issa's solution](#)

1348.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Issa's solution](#)

1349.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Issa's solution](#)

1350.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Issa's solution](#)

1351.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings

[Issa's solution](#)

1352.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Issa's solution](#)

1353.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Issa's solution](#)

1354.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: games

[Issa's solution](#)

1355.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,458 global accepts · Rating: 1800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Issa's solution](#)

1356.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Issa's solution](#)

1357.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Issa's solution](#)

1358.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Issa's solution](#)

1359.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

1360.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Issa's solution](#)

1361.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1362.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Issa's solution](#)

1363.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,220 global accepts · Rating: 1800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Issa's solution](#)

1364.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Issa's solution](#)

1365.

1769D1

[A,3D0C! CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[Issa's solution](#)

1366.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Issa's solution](#)

1367.

1675F

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

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Issa's solution](#)

1368.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Issa's solution](#)

1369.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Issa's solution](#)

1370.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1371.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp

[Issa's solution](#)

1372.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Issa's solution](#)

1373.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Issa's solution](#)

1374.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Issa's solution](#)

1375.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,244 global accepts · Rating: 1800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Issa's solution](#)

1376.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Issa's solution](#)

1377.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Issa's solution](#)

1378.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Issa's solution](#)

1379.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Issa's solution](#)

1380.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Issa's solution](#)

1381.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Issa's solution](#)

1382.

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Issa's solution](#)

1383.

1721D

[Maximum AND](#) · [Tutorial](#)

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

[Issa's solution](#)

1384.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Issa's solution](#)

1385.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings, strings

[Issa's solution](#)

1386.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Issa's solution](#)

1387.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Issa's solution](#)

1388.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Issa's solution](#)

1389.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

1390.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Issa's solution](#)

1391.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Issa's solution](#)

1392.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Issa's solution](#)

1393.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Issa's solution](#)

1394.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, two pointers

[Issa's solution](#)

1395.

1118F1

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

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Issa's solution](#)

1396.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Issa's solution](#)

1397.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Issa's solution](#)

1398.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Issa's solution](#)

1399.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Issa's solution](#)

1400.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2022-04-28 · last AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Issa's solution](#)

1401.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Issa's solution](#)

1402.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Issa's solution](#)

1403.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Issa's solution](#)

1404.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Issa's solution](#)

1405.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

1406.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1407.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1408.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[Issa's solution](#)

1409.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Issa's solution](#)

1410.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, two pointers

[Issa's solution](#)

1411.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Issa's solution](#)

1412.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Issa's solution](#)

1413.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, two pointers

[Issa's solution](#)

1414.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Issa's solution](#)

1415.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Issa's solution](#)

1416.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1417.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Issa's solution](#)

1418.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Issa's solution](#)

1419.

1177B

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

Quality: 2,945 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, implementation

[Issa's solution](#)

1420.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Issa's solution](#)

1421.

1475D

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

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Issa's solution](#)

1422.

1509C

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

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Issa's solution](#)

1423.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Issa's solution](#)

1424.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[Issa's solution](#)

1425.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Issa's solution](#)

1426.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Issa's solution](#)

1427.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Issa's solution](#)

1428.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Issa's solution](#)

1429.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Issa's solution](#)

1430.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, two pointers

[Issa's solution](#)

1431.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,890 global accepts · Rating: 1800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Issa's solution](#)

1432.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Issa's solution](#)

1433.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[Issa's solution](#)

1434.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Issa's solution](#)

1435.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Issa's solution](#)

1436.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[Issa's solution](#)

1437.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, trees

[Issa's solution](#)

1438.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Issa's solution](#)

1439.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[Issa's solution](#)

1440.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[Issa's solution](#)

1441.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Issa's solution](#)

1442.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Issa's solution](#)

1443.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Issa's solution](#)

1444.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1800 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Issa's solution](#)

1445.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,811 global accepts · Rating: 1800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Issa's solution](#)

1446.

300C

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

Quality: 11,760 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics

[Issa's solution](#)

1447.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Issa's solution](#)

1448.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Issa's solution](#)

1449.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Issa's solution](#)

1450.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Issa's solution](#)

1451.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Issa's solution](#)

1452.

2090E1

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

Rating: 1900 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, two pointers

[Issa's solution](#)

1453.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

1454.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Issa's solution](#)

1455.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Issa's solution](#)

1456.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

1457.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Issa's solution](#)

1458.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Issa's solution](#)

1459.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-20 · last AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Issa's solution](#)

1460.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Issa's solution](#)

1461.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Issa's solution](#)

1462.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[Issa's solution](#)

1463.

1991D

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

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

[Issa's solution](#)

1464.

1994D

[Funny Game](#) · [Tutorial](#)

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

[Issa's solution](#)

1465.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Issa's solution](#)

1466.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Issa's solution](#)

1467.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Issa's solution](#)

1468.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Issa's solution](#)

1469.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Issa's solution](#)

1470.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Issa's solution](#)

1471.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Issa's solution](#)

1472.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Issa's solution](#)

1473.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Issa's solution](#)

1474.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Issa's solution](#)

1475.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Issa's solution](#)

1476.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Issa's solution](#)

1477.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Issa's solution](#)

1478.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[Issa's solution](#)

1479.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Issa's solution](#)

1480.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Issa's solution](#)

1481.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Issa's solution](#)

1482.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Issa's solution](#)

1483.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Issa's solution](#)

1484.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Issa's solution](#)

1485.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Issa's solution](#)

1486.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Issa's solution](#)

1487.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Issa's solution](#)

1488.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Issa's solution](#)

1489.

1800F

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

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Issa's solution](#)

1490.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

1491.

233D

[Table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Issa's solution](#)

1492.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Issa's solution](#)

1493.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, two pointers

[Issa's solution](#)

1494.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Issa's solution](#)

1495.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Issa's solution](#)

1496.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Issa's solution](#)

1497.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Issa's solution](#)

1498.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[Issa's solution](#)

1499.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Issa's solution](#)

1500.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Issa's solution](#)

1501.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Issa's solution](#)

1502.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, strings

[Issa's solution](#)

1503.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy

[Issa's solution](#)

1504.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, interactive

[Issa's solution](#)

1505.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp

[Issa's solution](#)

1506.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Issa's solution](#)

1507.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Issa's solution](#)

1508.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[Issa's solution](#)

1509.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Issa's solution](#)

1510.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[Issa's solution](#)

1511.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[Issa's solution](#)

1512.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths
[Issa's solution](#)

1513.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,368 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
[Issa's solution](#)

1514.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[Issa's solution](#)

1515.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
[Issa's solution](#)

1516.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
[Issa's solution](#)

1517.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation
[Issa's solution](#)

1518.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Issa's solution](#)**1519.**

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Issa's solution](#)**1520.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)**1521.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Issa's solution](#)**1522.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Issa's solution](#)**1523.**

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Issa's solution](#)**1524.**

1702G1

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

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Issa's solution](#)**1525.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Issa's solution](#)**1526.**

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[Issa's solution](#)**1527.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

1528.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math
[Issa's solution](#)

1529.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[Issa's solution](#)

1530.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
[Issa's solution](#)

1531.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · last AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths
[Issa's solution](#)

1532.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Issa's solution](#)

1533.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[Issa's solution](#)

1534.

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, strings
[Issa's solution](#)

1535.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, sortings
[Issa's solution](#)

1536.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Issa's solution](#)

1537.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Issa's solution](#)

1538.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[Issa's solution](#)

1539.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Issa's solution](#)

1540.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Issa's solution](#)

1541.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Issa's solution](#)

1542.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Issa's solution](#)

1543.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Issa's solution](#)

1544.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[Issa's solution](#)

1545.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Issa's solution](#)

1546.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Issa's solution](#)

1547.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Issa's solution](#)

1548.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp,

greedy, sortings, two pointers

[Issa's solution](#)

1549.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math

[Issa's solution](#)

1550.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Issa's solution](#)

1551.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[Issa's solution](#)

1552.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2022-03-06 · last AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Issa's solution](#)

1553.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Issa's solution](#)

1554.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1555.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Issa's solution](#)

1556.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Issa's solution](#)

1557.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[Issa's solution](#)

1558.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Issa's solution](#)

1559.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1560.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Issa's solution](#)

1561.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1562.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Issa's solution](#)

1563.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,106 global accepts · Rating: 1900 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Issa's solution](#)

1564.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Issa's solution](#)

1565.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Issa's solution](#)

1566.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Issa's solution](#)

1567.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, trees

[Issa's solution](#)

1568.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,846 global accepts · Rating: 1900 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Issa's solution](#)

1569.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1570.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Issa's solution](#)

1571.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Issa's solution](#)

1572.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Issa's solution](#)

1573.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Issa's solution](#)

1574.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Issa's solution](#)

1575.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu

[Issa's solution](#)

1576.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Issa's solution](#)

1577.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Issa's solution](#)

1578.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1579.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Issa's solution](#)

1580.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Issa's solution](#)

1581.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Issa's solution](#)

1582.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Issa's solution](#)

1583.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

1584.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Issa's solution](#)

1585.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[Issa's solution](#)

1586.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[Issa's solution](#)

1587.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Issa's solution](#)

1588.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Issa's solution](#)

1589.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,583 global accepts · Rating: 1900 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

[Issa's solution](#)

1590.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 1900 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Issa's solution](#)

1591.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Issa's solution](#)

1592.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Issa's solution](#)

1593.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Issa's solution](#)

1594.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

1595.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Issa's solution](#)

1596.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Issa's solution](#)

1597.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

1598.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

1599.

103433L

[Berland University](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

1600.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Issa's solution](#)

1601.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Issa's solution](#)

1602.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[Issa's solution](#)

1603.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Issa's solution](#)

1604.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Issa's solution](#)

1605.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Issa's solution](#)

1606.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Issa's solution](#)

1607.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Issa's solution](#)

1608.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Issa's solution](#)

1609.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

1610.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Issa's solution](#)**1611.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Issa's solution](#)**1612.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Issa's solution](#)**1613.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Issa's solution](#)**1614.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: ternary search

[Issa's solution](#)**1615.**

202E

[Fragile Bridges](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Issa's solution](#)**1616.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Issa's solution](#)**1617.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Issa's solution](#)**1618.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Issa's solution](#)**1619.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Issa's solution](#)

1620.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy
[Issa's solution](#)

1621.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory
[Issa's solution](#)

1622.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[Issa's solution](#)

1623.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
[Issa's solution](#)

1624.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Issa's solution](#)

1625.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[Issa's solution](#)

1626.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, strings
[Issa's solution](#)

1627.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings
[Issa's solution](#)

1628.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings
[Issa's solution](#)

1629.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[Issa's solution](#)

1630.

1867E1

[Salyg1n and Array \(simple version\) · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Issa's solution](#)

1631.

1415D

[XOR-gun · Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Issa's solution](#)

1632.

1872G

[Replace With Product · Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Issa's solution](#)

1633.

1567D

[Expression Evaluation Error · Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Issa's solution](#)

1634.

1622D

[Shuffle · Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Issa's solution](#)

1635.

1525C

[Robot Collisions · Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Issa's solution](#)

1636.

1521C

[Nastia and a Hidden Permutation · Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Issa's solution](#)

1637.

1536D

[Omkar and Medians · Tutorial](#)

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Issa's solution](#)

1638.

1582E

[Pchelyonok and Segments · Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Issa's solution](#)

1639.

1379C

[Choosing flowers · Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Issa's solution](#)

1640.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Issa's solution](#)

1641.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Issa's solution](#)

1642.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Issa's solution](#)

1643.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Issa's solution](#)

1644.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Issa's solution](#)

1645.

432D

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

Quality: 11,993 global accepts · Rating: 2000 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Issa's solution](#)

1646.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Issa's solution](#)

1647.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Issa's solution](#)

1648.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Issa's solution](#)

1649.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Issa's solution](#)

1650.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Issa's solution](#)

1651.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Issa's solution](#)

1652.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

1653.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Issa's solution](#)

1654.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Issa's solution](#)

1655.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Issa's solution](#)

1656.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Issa's solution](#)

1657.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Issa's solution](#)

1658.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[Issa's solution](#)

1659.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Issa's solution](#)

1660.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Issa's solution](#)

1661.

63E

[Sweets Game · Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[Issa's solution](#)

1662.

1744F

[MEX vs MED · Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[Issa's solution](#)

1663.

1741F

[Multi-Colored Segments · Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Issa's solution](#)

1664.

1733D2

[Zero-One \(Hard Version\) · Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Issa's solution](#)

1665.

1716D

[Chip Move · Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Issa's solution](#)

1666.

1702G2

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

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Issa's solution](#)

1667.

1696E

[Placing Jinas · Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Issa's solution](#)

1668.

1690G

[Count the Trains · Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Issa's solution](#)

1669.

1142B

[Lynnyrd Skynnyrd · Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Issa's solution](#)

1670.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[Issa's solution](#)

1671.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Issa's solution](#)

1672.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Issa's solution](#)

1673.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2022-05-21 · last AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Issa's solution](#)

1674.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Issa's solution](#)

1675.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Issa's solution](#)

1676.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Issa's solution](#)

1677.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Issa's solution](#)

1678.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[Issa's solution](#)

1679.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Issa's solution](#)

1680.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp
[Issa's solution](#)

1681.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[Issa's solution](#)

1682.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[Issa's solution](#)

1683.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[Issa's solution](#)

1684.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[Issa's solution](#)

1685.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Issa's solution](#)

1686.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[Issa's solution](#)

1687.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp
[Issa's solution](#)

1688.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[Issa's solution](#)

1689.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,725 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers
[Issa's solution](#)

1690.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Issa's solution](#)

1691.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Issa's solution](#)

1692.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Issa's solution](#)

1693.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,713 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1694.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Issa's solution](#)

1695.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Issa's solution](#)

1696.

386C

[Diverse Substrings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2000 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings, two pointers

[Issa's solution](#)

1697.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Issa's solution](#)

1698.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Issa's solution](#)

1699.

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[Issa's solution](#)

1700.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Issa's solution](#)

1701.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Issa's solution](#)

1702.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Issa's solution](#)

1703.

817E

[Choosing The Commander](#) · [Tutorial](#)

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1704.

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864E

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514D

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1707.

242E

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1708.

920F

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1101D

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1710.

475D

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1711.

2123G

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1712.

2045I

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1713.

2046C

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1714.

2005E1

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1715.

2008H

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1716.

2003D2

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1717.

1975E

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1718.

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1719.

1930D2

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1720.

1942D

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1721.

1762D

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1724.

1516D

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1725.

1811F

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1726.

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1727.

1409F

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1728.

1808D

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1729.

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1730.

1201D

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1284D

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1732.

1684E

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1733.

1767C

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1734.

1799D2

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1735.

1914G1

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1736.

1919D

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1737.

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Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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1738.

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1740.

1029E

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1900E

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1746.

1254B2

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1748.

1886D

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1750.

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1752.

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1753.

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1754.

1486D

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1755.

466D

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1756.

689D

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1757.

1864E

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1758.

1241E

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1759.

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1760.

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1762.

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1765.

484B

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1766.

1732C2

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1767.

1729G

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1769.

1560F2

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1770.

988E

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1771.

1454F

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1772.

900E

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1773.

1006F

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1774.

1296F

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1775.

1108E2

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1776.

552E

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1777.

1660F2

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1778.

1213F

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1779.

895D

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1780.

1668D

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1781.

498C

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1782.

1077F2

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1783.

321C

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1784.

985E

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1785.

1263E

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1786.

766E

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1787.

620E

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1788.

343D

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1789.

1420C2

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1790.

1278D

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1791.

474F

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1792.

665E

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1793.

208E

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1794.

609E

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1795.

1187E

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1796.

519E

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1797.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

1798.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Issa's solution](#)

1799.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Issa's solution](#)

1800.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Issa's solution](#)

1801.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Issa's solution](#)

1802.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Issa's solution](#)

1803.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Issa's solution](#)

1804.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Issa's solution](#)

1805.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Issa's solution](#)

1806.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Issa's solution](#)

1807.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Issa's solution](#)

1808.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Issa's solution](#)

1809.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Issa's solution](#)

1810.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Issa's solution](#)

1811.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Issa's solution](#)

1812.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Issa's solution](#)

1813.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Issa's solution](#)

1814.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Issa's solution](#)

1815.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Issa's solution](#)

1816.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Issa's solution](#)

1817.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Issa's solution](#)

1818.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Issa's solution](#)

1819.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
[Issa's solution](#)

1820.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Issa's solution](#)

1821.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Issa's solution](#)

1822.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[Issa's solution](#)

1823.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Issa's solution](#)

1824.

1400E

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

Quality: 6,311 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Issa's solution](#)

1825.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Issa's solution](#)

1826.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Issa's solution](#)

1827.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Issa's solution](#)

1828.

604E

[Liesges of Legendre](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Issa's solution](#)

1829.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Issa's solution](#)

1830.

1795E

[Explosions? · Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Issa's solution](#)

1831.

1788E

[Sum Over Zero · Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[Issa's solution](#)

1832.

1238E

[Keyboard Purchase · Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Issa's solution](#)

1833.

1557D

[Ezzat and Grid · Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Issa's solution](#)

1834.

413E

[Maze 2D · Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Issa's solution](#)

1835.

1741G

[Kirill and Company · Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Issa's solution](#)

1836.

13C

[Sequence · Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Issa's solution](#)

1837.

1721E

[Prefix Function Queries · Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Issa's solution](#)

1838.

7D

[Palindrome Degree · Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Issa's solution](#)

1839.

813E

[Army Creation · Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Issa's solution](#)

1840.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Issa's solution](#)

1841.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Issa's solution](#)

1842.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, trees

[Issa's solution](#)

1843.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Issa's solution](#)

1844.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Issa's solution](#)

1845.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Issa's solution](#)

1846.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Issa's solution](#)

1847.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Issa's solution](#)

1848.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Issa's solution](#)

1849.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2022-01-28 · last AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Issa's solution](#)

1850.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Issa's solution](#)

1851.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Issa's solution](#)

1852.

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Issa's solution](#)

1853.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

1854.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Issa's solution](#)

1855.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

1856.

2090E2

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

Rating: 2300 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Issa's solution](#)

1857.

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

1858.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Issa's solution](#)

1859.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Issa's solution](#)

1860.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Issa's solution](#)

1861.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

1862.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Issa's solution](#)

1863.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Issa's solution](#)

1864.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Issa's solution](#)

1865.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Issa's solution](#)

1866.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Issa's solution](#)

1867.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[Issa's solution](#)

1868.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Issa's solution](#)

1869.

1405E

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

Rating: 2300 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Issa's solution](#)

1870.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Issa's solution](#)

1871.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[Issa's solution](#)

1872.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Issa's solution](#)

1873.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Issa's solution](#)

1874.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Issa's solution](#)

1875.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Issa's solution](#)

1876.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings

[Issa's solution](#)

1877.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Issa's solution](#)

1878.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Issa's solution](#)

1879.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Issa's solution](#)

1880.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Issa's solution](#)

1881.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Issa's solution](#)

1882.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Issa's solution](#)

1883.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Issa's solution](#)

1884.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Issa's solution](#)

1885.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Issa's solution](#)

1886.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Issa's solution](#)

1887.

915E

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

Quality: 5,572 global accepts · Rating: 2300 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Issa's solution](#)

1888.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

1889.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu,

trees

[Issa's solution](#)

1890.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-01-30 · last AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Issa's solution](#)

1891.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[Issa's solution](#)

1892.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Issa's solution](#)

1893.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

1894.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Issa's solution](#)

1895.

103433C

[New Year Presents](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

1896.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Issa's solution](#)

1897.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Issa's solution](#)

1898.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Issa's solution](#)

1899.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

1900.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Issa's solution](#)

1901.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Issa's solution](#)

1902.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Issa's solution](#)

1903.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Issa's solution](#)

1904.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Issa's solution](#)

1905.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Issa's solution](#)

1906.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Issa's solution](#)

1907.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Issa's solution](#)

1908.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Issa's solution](#)

1909.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Issa's solution](#)

1910.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1911.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Issa's solution](#)

1912.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Issa's solution](#)

1913.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Issa's solution](#)

1914.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Issa's solution](#)

1915.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Issa's solution](#)

1916.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, number theory

[Issa's solution](#)

1917.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Issa's solution](#)

1918.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Issa's solution](#)

1919.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number

theory

[Issa's solution](#)

1920.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Issa's solution](#)

1921.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Issa's solution](#)

1922.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Issa's solution](#)

1923.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Issa's solution](#)

1924.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Issa's solution](#)

1925.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

1926.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Issa's solution](#)

1927.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Issa's solution](#)

1928.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Issa's solution](#)

1929.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Issa's solution](#)

1930.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Issa's solution](#)

1931.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Issa's solution](#)

1932.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Issa's solution](#)

1933.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Issa's solution](#)

1934.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Issa's solution](#)

1935.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Issa's solution](#)

1936.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Issa's solution](#)

1937.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,841 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Issa's solution](#)

1938.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Issa's solution](#)

1939.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees
[Issa's solution](#)

1940.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[Issa's solution](#)

1941.

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
[Issa's solution](#)

1942.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees
[Issa's solution](#)

1943.

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation
[Issa's solution](#)

1944.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation
[Issa's solution](#)

1945.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[Issa's solution](#)

1946.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings
[Issa's solution](#)

1947.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[Issa's solution](#)

1948.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[Issa's solution](#)

1949.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Issa's solution](#)

1950.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Issa's solution](#)

1951.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Issa's solution](#)

1952.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Issa's solution](#)

1953.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Issa's solution](#)

1954.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Issa's solution](#)

1955.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Issa's solution](#)

1956.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Issa's solution](#)

1957.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[Issa's solution](#)

1958.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Issa's solution](#)

1959.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Issa's solution](#)**1960.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Issa's solution](#)**1961.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Issa's solution](#)**1962.**

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Issa's solution](#)**1963.**

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Issa's solution](#)**1964.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Issa's solution](#)**1965.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Issa's solution](#)**1966.**

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Issa's solution](#)**1967.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Issa's solution](#)**1968.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2022-02-02 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Issa's solution](#)

1969.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Issa's solution](#)

1970.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[Issa's solution](#)

1971.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-11 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Issa's solution](#)

1972.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-06-05 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[Issa's solution](#)

1973.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[Issa's solution](#)

1974.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Issa's solution](#)

1975.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

1976.

103433J

[Two Prefixes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-12-05 · last AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

1977.

103433F

[How to Learn You Score](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

1978.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[Issa's solution](#)

1979.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Issa's solution](#)

1980.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[Issa's solution](#)

1981.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Issa's solution](#)

1982.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Issa's solution](#)

1983.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[Issa's solution](#)

1984.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Issa's solution](#)

1985.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Issa's solution](#)

1986.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-08 · last AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Issa's solution](#)

1987.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Issa's solution](#)

1988.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Issa's solution](#)

1989.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Issa's solution](#)

1990.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Issa's solution](#)

1991.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing

[Issa's solution](#)

1992.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Issa's solution](#)

1993.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-02-10 · last AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

1994.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

1995.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[Issa's solution](#)

1996.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[Issa's solution](#)

1997.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Issa's solution](#)

1998.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Issa's solution](#)

1999.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Issa's solution](#)

2000.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[Issa's solution](#)

2001.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Issa's solution](#)

2002.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Issa's solution](#)

2003.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 2700 · first AC: 2022-02-10 · last AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Issa's solution](#)

2004.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Issa's solution](#)

2005.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Issa's solution](#)

2006.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Issa's solution](#)

2007.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

2008.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

2009.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[Issa's solution](#)

2010.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[Issa's solution](#)

2011.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2900 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Issa's solution](#)

2012.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

2013.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Issa's solution](#)

2014.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Issa's solution](#)

2015.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Issa's solution](#)

2016.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Issa's solution](#)

2017.

1517H

[Fly Around the World](#) · [Tutorial](#)

Quality: 87 global accepts · Rating: 3500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Issa's solution](#)

2018.

2220E

[Coloring a Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[Issa's solution](#)

2019.

2220D1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Issa's solution](#)

2020.

2220D2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Issa's solution](#)

2021.

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Issa's solution](#)

2022.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,312 global accepts · Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Issa's solution](#)

2023.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,142 global accepts · Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Issa's solution](#)

2024.

106161L

[Label Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2025.

106161B

[Blood Memories](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2026.

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2027.

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2028.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2029.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2030.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

2031.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2032.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2033.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2034.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2035.

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

2036.

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2037.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2038.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2039.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

2040.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2041.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2042.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2043.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

2044.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2045.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2046.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2047.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2048.

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2049.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2050.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2051.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2052.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Issa's solution](#)

2053.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

2054.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

2055.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

2056.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

2057.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Issa's solution](#)

2058.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[Issa's solution](#)

2059.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, two pointers

[Issa's solution](#)

2060.

101187F

[A 7 @ C 7 C 2 C = C, 5 D \\$ 0 C ; C, FD](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Issa's solution](#)

2061.

101187D

[IQ D \\$ 5 D B C D ; D @ C a 1 C a B C a 2](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Issa's solution](#)

2062.

101187C

[A 4 D 5 C K C d 8](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Issa's solution](#)

2063.

101187B

[A 2 D \\$ a C CD](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Issa's solution](#)

2064.

101187K

[«A,AC;DäGC ND”5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Issa's solution](#)

2065.

101187I

[AãDíCÔKC' <C ;DäGC,,:](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Issa's solution](#)

2066.

101187A

[AíC>D\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Issa's solution](#)

2067.

100267C

[AÓTãBíC >D\\$@CT7C#5](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Issa's solution](#)

2068.

100267A

[AíC@C?CäAD\\$L](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Issa's solution](#)

2069.

102180C

[A\\$UCCÔC, BCTBD 0CD8](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Issa's solution](#)