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2041D
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2050F
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1199.
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2027D1
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implementation, two pointers
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632C
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2009F
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2006A
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1207.
622C
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2010C2
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1209.
598D
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1999G2
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1211.
1995B2
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1992E
Novice's Mistake · Tutorial
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1983D
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1798C
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1681D
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1982D
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1986E
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1985H1
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1975D
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1973C
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1971G
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1873H
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1869D1
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1365D
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1176E
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559B
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1253D
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978G
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977F
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1699C
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1826D
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1836C
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1760G
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1822F
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1157E
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1476D
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1814B
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1324E
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474D
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466C
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1216C
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1695C
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2204E
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2208D1
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1359D
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1828D1
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2149G
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2127E
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2092E
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2030E
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2018D
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622E
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620D
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616E
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612E
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1993D
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1763E
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1827.
1986G1
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1815C
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1498E
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1657E
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1559E
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1253E
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1838.
1557D
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1736D
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1840.
1985H2
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ItsNotMeItsYou's solution

1841.
1968G2
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Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings
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1842.
1972D2
Reverse Card (Hard Version) · Tutorial
Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
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1843.
1967B2
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1844.
1954E
Chain Reaction · Tutorial
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1845.
1946E
Girl Permutation · Tutorial
Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
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1846.
1938E
Duplicates · Tutorial
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1847.
1179C
Serge and Dining Room · Tutorial
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1848.
1926F
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1849.
855E
Salazar Slytherin's Locket · Tutorial
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1850.
1918E
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1851.
1763D
Valid Bitonic Permutations · Tutorial
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1852.
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1853.
617E
XOR and Favorite Number · Tutorial
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1854.
1909F1
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1856.
1181D
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1907G
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1858.
1627E
Not Escaping · Tutorial
Quality: 2,791 global accepts · Rating: 2200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
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1859.
45B
School · Tutorial
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1860.
1867E2
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1861.
86D
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1862.
1854B
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1863.
1840G1
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1864.
1860D
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Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp
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1840F
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1866.
1822G2
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1867.
13C
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Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
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1868.
2217F
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1869.
2199H
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Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures, dp, math
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1870.
2195G
Idiot First Search and Queries · Tutorial
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1871.
2187C
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1872.
2190C
Comparable Permutations · Tutorial
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1873.
2182F1
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1874.
2180E
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ItsNotMeItsYou's solution

1875.
2164E
Journey · Tutorial
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2159C
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1877.
2146E
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Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing
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1878.
2147E
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1879.
2134D
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1880.
2134E
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1881.
1592D
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1882.
2129C3
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1883.
2124F1
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Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
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1884.
2120E
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1885.
2097B
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Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
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1886.
2121H
Ice Baby · Tutorial
Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

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1887.
2089B2
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Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
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1888.
2091G
Gleb and Boating · Tutorial
Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
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1889.
2107F1
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Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-06-06 · last AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy
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1890.
2110E
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1891.
2080C
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1892.
2077C
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1893.
2079C
Dreaming Is Not Harmful · Tutorial
Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special
ItsNotMeItsYou's solution

1894.
2063E
Triangle Tree · Tutorial
Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
ItsNotMeItsYou's solution

1895.
2066C
Bitwise Slides · Tutorial
Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
ItsNotMeItsYou's solution

1896.
2069E
A, B, AB and BA · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

sortings, strings
ItsNotMeItsYou's solution

1897.
2057E1
Another Exercise on Graphs (Easy Version) · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-18 · last AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
ItsNotMeItsYou's solution

1898.
995C
Leaving the Bar · Tutorial
Quality: 2,053 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings
ItsNotMeItsYou's solution

1899.
2043E
Matrix Transformation · Tutorial
Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
ItsNotMeItsYou's solution

1900.
2041I
Auto Complete · Tutorial
Quality: 673 global accepts · Rating: 2300 · first AC: 2024-12-09 · last AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees
ItsNotMeItsYou's solution

1901.
2041H
Sheet Music · Tutorial
Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
ItsNotMeItsYou's solution

1902.
1403B
Spring cleaning · Tutorial
Quality: 394 global accepts · Rating: 2300 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees
ItsNotMeItsYou's solution

1903.
1743F
Intersection and Union · Tutorial
Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities
ItsNotMeItsYou's solution

1904.
2028E
Alice's Adventures in the Rabbit Hole · Tutorial
Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
ItsNotMeItsYou's solution

1905.
2035E
Monster · Tutorial
Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
ItsNotMeItsYou's solution

1906.
516C
Drazil and Park · Tutorial
Rating: 2300 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
ItsNotMeItsYou's solution

1907.
2021E1
Digital Village (Easy Version) · Tutorial
Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
ItsNotMeItsYou's solution

1908.
652E
Pursuit For Artifacts · Tutorial
Quality: 2,865 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
ItsNotMeItsYou's solution

1909.
817F
MEX Queries · Tutorial
Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees
ItsNotMeItsYou's solution

1910.
2006C
Eri and Expanded Sets · Tutorial
Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · last AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
ItsNotMeItsYou's solution

1911.
660E
Different Subsets For All Tuples · Tutorial
Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
ItsNotMeItsYou's solution

1912.
628E
Zbazi in Zeydabad · Tutorial
Quality: 1,086 global accepts · Rating: 2300 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
ItsNotMeItsYou's solution

1913.
600E
Lomsat gelral · Tutorial
Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
ItsNotMeItsYou's solution

1914.
598C
Nearest vectors · Tutorial
Quality: 5,402 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings
ItsNotMeItsYou's solution

1915.
2002D2
DFS Checker (Hard Version) · Tutorial
Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
ItsNotMeItsYou's solution

1916.
2002E
Cosmic Rays · Tutorial
Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
ItsNotMeItsYou's solution

1917.
1995D
Cases · Tutorial
Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
ItsNotMeItsYou's solution

1918.
659G
Fence Divercity · Tutorial
Quality: 1,317 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory
ItsNotMeItsYou's solution

1919.
1983E
I Love Balls · Tutorial
Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
ItsNotMeItsYou's solution

1920.
1245F
Daniel and Spring Cleaning · Tutorial
Quality: 2,264 global accepts · Rating: 2300 · first AC: 2024-07-17 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
ItsNotMeItsYou's solution

1921.
1245E
Hyakugoku and Ladders · Tutorial
Quality: 1,364 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities, shortest paths
ItsNotMeItsYou's solution

1922.
1988E
Range Minimum Sum · Tutorial
Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
ItsNotMeItsYou's solution

1923.
1748E
Yet Another Array Counting Problem · Tutorial
Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
ItsNotMeItsYou's solution

1924.
892E
Envy · Tutorial
Rating: 2300 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs
ItsNotMeItsYou's solution

1925.
891C
Envy · Tutorial
Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs
ItsNotMeItsYou's solution

1926.
1798E
Multitest Generator · Tutorial
Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
ItsNotMeItsYou's solution

1927.
1681F
Unique Occurrences · Tutorial
Quality: 2,322 global accepts · Rating: 2300 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
ItsNotMeItsYou's solution

1928.
1282D
Enchanted Artifact · Tutorial
Quality: 2,375 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
ItsNotMeItsYou's solution

1929.
1864F
Exotic Queries · Tutorial
Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
ItsNotMeItsYou's solution

1930.
1797E
Li Hua and Array · Tutorial
Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers
ItsNotMeItsYou's solution

1931.
1695D2
Tree Queries (Hard Version) · Tutorial
Quality: 2,291 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
ItsNotMeItsYou's solution

1932.
1553F
Pairwise Modulo · Tutorial
Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
ItsNotMeItsYou's solution

1933.
1861E
Non-Intersecting Subpermutations · Tutorial
Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
ItsNotMeItsYou's solution

1934.
1989E
Distance to Different · Tutorial
Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
ItsNotMeItsYou's solution

1935.
1790G
Tokens on Graph · Tutorial
Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
ItsNotMeItsYou's solution

1936.
1842E
Tenzing and Triangle · Tutorial
Quality: 1,831 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
ItsNotMeItsYou's solution

1937.
1874C
Jellyfish and EVA · Tutorial
Quality: 2,194 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
ItsNotMeItsYou's solution

1938.
1385G
Columns Swaps · Tutorial
Quality: 1,818 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation
ItsNotMeItsYou's solution

1939.
1895E
Infinite Card Game · Tutorial
Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
ItsNotMeItsYou's solution

1940.
1982E
Number of k-good subarrays · Tutorial
Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
ItsNotMeItsYou's solution

1941.
1980G
Yasya and the Mysterious Tree · Tutorial
Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees
ItsNotMeItsYou's solution

1942.
1977D
XORificator · Tutorial
Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing
ItsNotMeItsYou's solution

1943.
1967C
Fenwick Tree · Tutorial
Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
ItsNotMeItsYou's solution

1944.
1972E
Fenwick Tree · Tutorial
Rating: 2300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, matrices
ItsNotMeItsYou's solution

1945.
1966E
Folding Strip · Tutorial
Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
ItsNotMeItsYou's solution

1946.
1965C
Folding Strip · Tutorial
Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
ItsNotMeItsYou's solution

1947.
438D
The Child and Sequence · Tutorial
Quality: 11,596 global accepts · Rating: 2300 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
ItsNotMeItsYou's solution

1948.
718C
Sasha and Array · Tutorial
Quality: 4,619 global accepts · Rating: 2300 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices
ItsNotMeItsYou's solution

1949.
877F
Ann and Books · Tutorial
Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, hashing
ItsNotMeItsYou's solution

1950.
1955H
The Most Reckless Defense · Tutorial
Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths
ItsNotMeItsYou's solution

1951.
1942E
Farm Game · Tutorial
Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games
ItsNotMeItsYou's solution

1952.
1938G
Personality Test · Tutorial
Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

1953.
1944E
Tree Compass · Tutorial
Rating: 2300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
ItsNotMeItsYou's solution

1954.
1943C
Tree Compass · Tutorial
Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
ItsNotMeItsYou's solution

1955.
1933G
Turtle Magic: Royal Turtle Shell Pattern · Tutorial
Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math
ItsNotMeItsYou's solution

1956.
1843F2
Omsk Metro (hard version) · Tutorial
Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
ItsNotMeItsYou's solution

1957.
1932G
Moving Platforms · Tutorial
Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths
ItsNotMeItsYou's solution

1958.
1929F
Sasha and the Wedding Binary Search Tree · Tutorial
Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
ItsNotMeItsYou's solution

1959.
1929E
Sasha and the Happy Tree Cutting · Tutorial
Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
ItsNotMeItsYou's solution

1960.
1654E
Arithmetic Operations · Tutorial
Quality: 2,359 global accepts · Rating: 2300 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math
ItsNotMeItsYou's solution

1961.
1928E
Modular Sequence · Tutorial
Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
ItsNotMeItsYou's solution

1962.
1927G
Paint Charges · Tutorial
Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
ItsNotMeItsYou's solution

1963.
1870E
Another MEX Problem · Tutorial
Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
ItsNotMeItsYou's solution

1964.
1919F1
Wine Factory (Easy Version) · Tutorial
Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
ItsNotMeItsYou's solution

1965.
1916E
Happy Life in University · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

ItsNotMeItsYou's solution

1966.
1917D
Yet Another Inversions Problem · Tutorial
Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-29 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
ItsNotMeItsYou's solution

1967.
1914G2
Light Bulbs (Hard Version) · Tutorial
Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
ItsNotMeItsYou's solution

1968.
888G
Xor-MST · Tutorial
Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures
ItsNotMeItsYou's solution

1969.
825E
Minimal Labels · Tutorial
Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
ItsNotMeItsYou's solution

1970.
1476E
Pattern Matching · Tutorial
Quality: 2,756 global accepts · Rating: 2300 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
ItsNotMeItsYou's solution

1971.
1316E
Team Building · Tutorial
Quality: 5,369 global accepts · Rating: 2300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
ItsNotMeItsYou's solution

1972.
1156F
Card Bag · Tutorial
Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
ItsNotMeItsYou's solution

1973.
860D
Wizard's Tour · Tutorial
Rating: 2300 · first AC: 2023-08-23 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy
ItsNotMeItsYou's solution

1974.
2211F
Learning Binary Search · Tutorial
Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
ItsNotMeItsYou's solution

1975.
2207E2
N-MEX (Counting Version) · Tutorial

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
ItsNotMeItsYou's solution

1976.
2205F
Simons and Reconstructing His Roads · Tutorial
Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs
ItsNotMeItsYou's solution

1977.
2195H
Codeforces Heuristic Contest 001 · Tutorial
Quality: 465 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation
ItsNotMeItsYou's solution

1978.
1523D
Love-Hate · Tutorial
Quality: 2,477 global accepts · Rating: 2400 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
ItsNotMeItsYou's solution

1979.
2176F
Omega Numbers · Tutorial
Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
ItsNotMeItsYou's solution

1980.
2176E
Remove at the lowest cost · Tutorial
Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees
ItsNotMeItsYou's solution

1981.
2174C1
Beautiful Patterns (Easy Version) · Tutorial
Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
ItsNotMeItsYou's solution

1982.
2157F
Git Gud · Tutorial
Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
ItsNotMeItsYou's solution

1983.
2171H
Shiori Miyagi and Maximum Array Score · Tutorial
Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · last AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings
ItsNotMeItsYou's solution

1984.
2169E
Points Selection · Tutorial
Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
ItsNotMeItsYou's solution

1985.
2161E
Left is Always Right · Tutorial

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
ItsNotMeItsYou's solution

1986.
2153E
Zero Trailing Factorial · Tutorial
Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
ItsNotMeItsYou's solution

1987.
2143E
Make Good · Tutorial
Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
ItsNotMeItsYou's solution

1988.
1794E
Labeling the Tree with Distances · Tutorial
Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees
ItsNotMeItsYou's solution

1989.
1473E
Minimum Path · Tutorial
Quality: 4,738 global accepts · Rating: 2400 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
ItsNotMeItsYou's solution

1990.
2122D
Traffic Lights · Tutorial
Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
ItsNotMeItsYou's solution

1991.
2126G2
Big Wins! (hard version) · Tutorial
Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers
ItsNotMeItsYou's solution

1992.
2097C
Bermuda Triangle · Tutorial
Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
ItsNotMeItsYou's solution

1993.
2096E
Wonderful Teddy Bears · Tutorial
Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-06-16 · last AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
ItsNotMeItsYou's solution

1994.
2118E
Grid Coloring · Tutorial
Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-14 · last AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
ItsNotMeItsYou's solution

1995.
2110F
Faculty · Tutorial

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
ItsNotMeItsYou's solution

1996.
2111F
Puzzle · Tutorial
Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
ItsNotMeItsYou's solution

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2109E
Binary String Wowee · Tutorial
Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings
ItsNotMeItsYou's solution

1998.
1706D2
Chopping Carrots (Hard Version) · Tutorial
Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
ItsNotMeItsYou's solution

1999.
2084E
Blossom · Tutorial
Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
ItsNotMeItsYou's solution

2000.
2086E
Zebra-like Numbers · Tutorial
Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
ItsNotMeItsYou's solution

2001.
2066D1
Club of Young Aircraft Builders (easy version) · Tutorial
Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
ItsNotMeItsYou's solution

2002.
2064E
Mycraft Sand Sort · Tutorial
Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
ItsNotMeItsYou's solution

2003.
2049E
Broken Queries · Tutorial
Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
ItsNotMeItsYou's solution

2004.
220E
Little Elephant and Inversions · Tutorial
Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
ItsNotMeItsYou's solution

2005.
2063F1
Counting Is Not Fun (Easy Version) · Tutorial

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
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2060G
Bugged Sort · Tutorial
Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
ItsNotMeItsYou's solution

2007.
1004E
Sonya and Ice Cream · Tutorial
Quality: 1,239 global accepts · Rating: 2400 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees
ItsNotMeItsYou's solution

2008.
2041F
Segmentation Folds · Tutorial
Quality: 508 global accepts · Rating: 2400 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory
ItsNotMeItsYou's solution

2009.
2038D
Divide OR Conquer · Tutorial
Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · last AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
ItsNotMeItsYou's solution

2010.
2032E
Balanced · Tutorial
Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
ItsNotMeItsYou's solution

2011.
1000F
One Occurrence · Tutorial
Quality: 4,836 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
ItsNotMeItsYou's solution

2012.
1403A
The Potion of Great Power · Tutorial
Quality: 312 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers
ItsNotMeItsYou's solution

2013.
1743E
FTL · Tutorial
Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
ItsNotMeItsYou's solution

2014.
2023C
C+K+S · Tutorial
Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
ItsNotMeItsYou's solution

2015.
2030F
Orangutan Approved Subarrays · Tutorial

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
ItsNotMeItsYou's solution

2016.
632F
Magic Matrix · Tutorial
Quality: 1,284 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
ItsNotMeItsYou's solution

2017.
632E
Thief in a Shop · Tutorial
Quality: 3,549 global accepts · Rating: 2400 · first AC: 2024-09-18 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math
ItsNotMeItsYou's solution

2018.
665F
Four Divisors · Tutorial
Quality: 751 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers
ItsNotMeItsYou's solution

2019.
2005D
Alter the GCD · Tutorial
Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory
ItsNotMeItsYou's solution

2020.
1720D2
Xor-Subsequence (hard version) · Tutorial
Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees
ItsNotMeItsYou's solution

2021.
2001E1
Deterministic Heap (Easy Version) · Tutorial
Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
ItsNotMeItsYou's solution

2022.
107D
Crime Management · Tutorial
Quality: 487 global accepts · Rating: 2400 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices
ItsNotMeItsYou's solution

2023.
1993F1
Dyn-scripted Robot (Easy Version) · Tutorial
Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
ItsNotMeItsYou's solution

2024.
1832D2
Red-Blue Operations (Hard Version) · Tutorial
Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
ItsNotMeItsYou's solution

2025.
1282E
The Cake Is a Lie · Tutorial
Quality: 1,222 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
ItsNotMeItsYou's solution

2026.
1978F
Large Graph · Tutorial
Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
ItsNotMeItsYou's solution

2027.
1005E2
Median on Segments (General Case Edition) · Tutorial
Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: sortings
ItsNotMeItsYou's solution

2028.
1979E
Manhattan Triangle · Tutorial
Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
ItsNotMeItsYou's solution

2029.
1984E
Shuffle · Tutorial
Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
ItsNotMeItsYou's solution

2030.
1981D
Turtle and Multiplication · Tutorial
Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory
ItsNotMeItsYou's solution

2031.
1980F2
Field Division (hard version) · Tutorial
Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
ItsNotMeItsYou's solution

2032.
1973D
Cat, Fox and Maximum Array Split · Tutorial
Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
ItsNotMeItsYou's solution

2033.
1958G
Observation Towers · Tutorial
Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-15 · Kotlin 1.9 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2034.
1969E
Unique Array · Tutorial
Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
ItsNotMeItsYou's solution

2035.
808F
Card Game · Tutorial
Quality: 1,587 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs
ItsNotMeItsYou's solution

2036.
1083E
The Fair Nut and Rectangles · Tutorial
Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-01-30 · last AC: 2024-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
ItsNotMeItsYou's solution

2037.
342E
Xenia and Tree · Tutorial
Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-01-29 · last AC: 2024-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees
ItsNotMeItsYou's solution

2038.
1943D1
Counting Is Fun (Easy Version) · Tutorial
Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-21 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
ItsNotMeItsYou's solution

2039.
1938F
Forming Groups · Tutorial
Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2040.
1944F1
Counting Is Fun (Easy Version) · Tutorial
Rating: 2400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
ItsNotMeItsYou's solution

2041.
1937E
Pokémon Arena · Tutorial
Rating: 2400 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings
ItsNotMeItsYou's solution

2042.
1935E
Distance Learning Courses in MAC · Tutorial
Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
ItsNotMeItsYou's solution

2043.
1713E
Cross Swapping · Tutorial
Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices
ItsNotMeItsYou's solution

2044.
1930E
2..3...4.... Wonderful! Wonderful! · Tutorial
Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
ItsNotMeItsYou's solution

2045.
822E
Liar · Tutorial
Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures
ItsNotMeItsYou's solution

2046.
1826E
Walk the Runway · Tutorial
Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings
ItsNotMeItsYou's solution

2047.
1804E
Routing · Tutorial
Quality: 1,706 global accepts · Rating: 2400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
ItsNotMeItsYou's solution

2048.
1239D
Catowice City · Tutorial
Quality: 2,600 global accepts · Rating: 2400 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
ItsNotMeItsYou's solution

2049.
1909E
Multiple Lamps · Tutorial
Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-01-22 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
ItsNotMeItsYou's solution

2050.
1051F
The Shortest Statement · Tutorial
Quality: 3,754 global accepts · Rating: 2400 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees
ItsNotMeItsYou's solution

2051.
1882E1
Two Permutations (Easy Version) · Tutorial
Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
ItsNotMeItsYou's solution

2052.
1137D
Cooperative Game · Tutorial
Quality: 2,152 global accepts · Rating: 2400 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory
ItsNotMeItsYou's solution

2053.
1844E
Great Grids · Tutorial
Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
ItsNotMeItsYou's solution

2054.
1837F
Editorial for Two · Tutorial
Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

greedy, implementation
ItsNotMeItsYou's solution

2055.
2211E
Minimum Path Cover · Tutorial
Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
ItsNotMeItsYou's solution

2056.
2201D
Binary Not Search and Queries · Tutorial
Quality: 785 global accepts · Rating: 2500 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
ItsNotMeItsYou's solution

2057.
2196D
Double Bracket Sequence · Tutorial
Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings
ItsNotMeItsYou's solution

2058.
868F
Yet Another Minimization Problem · Tutorial
Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-04-25 · last AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp
ItsNotMeItsYou's solution

2059.
2185H
BattleCows 2 · Tutorial
Quality: 679 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
ItsNotMeItsYou's solution

2060.
2190D
Prufer Vertex · Tutorial
Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-18 · last AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
ItsNotMeItsYou's solution

2061.
2183F
Jumping Man · Tutorial
Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
ItsNotMeItsYou's solution

2062.
2182F2
Christmas Reindeer (hard version) · Tutorial
Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
ItsNotMeItsYou's solution

2063.
2174C2
Beautiful Patterns (Hard Version) · Tutorial
Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
ItsNotMeItsYou's solution

2064.
2165D
Path Split · Tutorial

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

2065.
2163D2
Diadrash (Hard Version) · Tutorial
Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings
ItsNotMeItsYou's solution

2066.
2156E
Best Time to Buy and Sell Stock · Tutorial
Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy
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2067.
2154E
No Mind To Think · Tutorial
Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
ItsNotMeItsYou's solution

2068.
2159D1
Inverse Minimum Partition (Easy Version) · Tutorial
Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
ItsNotMeItsYou's solution

2069.
2152F
Triple Attack · Tutorial
Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
ItsNotMeItsYou's solution

2070.
2145F
Long Journey · Tutorial
Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory
ItsNotMeItsYou's solution

2071.
2135D2
From the Unknown (Hard Version) · Tutorial
Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math
ItsNotMeItsYou's solution

2072.
2140E2
Prime Gaming (Hard Version) · Tutorial
Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
ItsNotMeItsYou's solution

2073.
2144E2
Looking at Towers (difficult version) · Tutorial
Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
ItsNotMeItsYou's solution

2074.
2133E
I Yearned For The Mines · Tutorial
Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
ItsNotMeItsYou's solution

2075.
1521D
Nastia Plays with a Tree · Tutorial
Quality: 2,298 global accepts · Rating: 2500 · first AC: 2025-08-23 · last AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
ItsNotMeItsYou's solution

2076.
1842F
Tenzing and Tree · Tutorial
Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
ItsNotMeItsYou's solution

2077.
1788F
XOR, Tree, and Queries · Tutorial
Quality: 1,157 global accepts · Rating: 2500 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees
ItsNotMeItsYou's solution

2078.
2125E
Sets of Complementary Sums · Tutorial
Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
ItsNotMeItsYou's solution

2079.
2113F
Two Arrays · Tutorial
Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
ItsNotMeItsYou's solution

2080.
2101D
Mani and Segments · Tutorial
Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers
ItsNotMeItsYou's solution

2081.
2106G2
Baudelaire (hard version) · Tutorial
Quality: 610 global accepts · Rating: 2500 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees
ItsNotMeItsYou's solution

2082.
2117H
Incessant Rain · Tutorial
Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · last AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings
ItsNotMeItsYou's solution

2083.
2075E
XOR Matrix · Tutorial

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math
ItsNotMeItsYou's solution

2084.
2081B
Balancing · Tutorial
Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy
ItsNotMeItsYou's solution

2085.
2048F
Kevin and Math Class · Tutorial
Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
ItsNotMeItsYou's solution

2086.
2071D2
Infinite Sequence (Hard Version) · Tutorial
Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math
ItsNotMeItsYou's solution

2087.
2057E2
Another Exercise on Graphs (hard version) · Tutorial
Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-18 · last AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
ItsNotMeItsYou's solution

2088.
220D
Little Elephant and Triangle · Tutorial
Quality: 314 global accepts · Rating: 2500 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
ItsNotMeItsYou's solution

2089.
995D
Game · Tutorial
Quality: 899 global accepts · Rating: 2500 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: math
ItsNotMeItsYou's solution

2090.
2056E
Nested Segments · Tutorial
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628F
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609F
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2101.
1998E2
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2102.
484E
Sign on Fence · Tutorial
Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-08-08 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures
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2103.
138D
World of Darkraft · Tutorial

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2104.
1858E1
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2105.
1990E1
Catch the Mole(Easy Version) · Tutorial
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1994F
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1983F
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2108.
1798F
Gifts from Grandfather Ahmed · Tutorial
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2109.
1987F1
Interesting Problem (Easy Version) · Tutorial
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2110.
1986G2
Permutation Problem (Hard Version) · Tutorial
Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory
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2111.
1984F
Reconstruction · Tutorial
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2112.
1976E
Splittable Permutations · Tutorial
Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees
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2113.
1973E
Cat, Fox and Swaps · Tutorial

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2114.
660F
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2115.
1387B2
Village (Maximum) · Tutorial
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1956E1
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2117.
1951F
Inversion Composition · Tutorial
Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
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2118.
1946F
Nobody is needed · Tutorial
Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
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2119.
1945G
Cook and Porridge · Tutorial
Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation
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2120.
1948F
Rare Coins · Tutorial
Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
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2121.
1920F1
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2122.
1922F
Replace on Segment · Tutorial
Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings
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1485E
Move and Swap · Tutorial
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1917E
Construct Matrix · Tutorial
Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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2125.
1917F
Construct Tree · Tutorial
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2126.
1043F
Make It One · Tutorial
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2127.
1823E
Removing Graph · Tutorial
Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math
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2128.
2217G
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2129.
2203F
Binary Search with One Swap · Tutorial
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2130.
1823F
Random Walk · Tutorial
Quality: 1,289 global accepts · Rating: 2600 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees
ItsNotMeItsYou's solution

2131.
2187D
Cool Problem · Tutorial
Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
ItsNotMeItsYou's solution

2132.
2189E
Majority Wins? · Tutorial
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2158F1
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2158E
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2173F
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2136.
2170F
Build XOR on a Segment · Tutorial
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2137.
2164F1
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2138.
2150E1
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2139.
1402C
Star Trek · Tutorial
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2132G
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2141.
2131H
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2142.
2081D
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2143.
2129D
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2144.
2128E2
Submedians (Hard Version) · Tutorial
Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers
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2145.
2122E
Greedy Grid Counting · Tutorial
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2146.
2119E
And Constraint · Tutorial
Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
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2147.
2103F
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2148.
2103E
Keep the Sum · Tutorial
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2149.
2104F
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2150.
2108E
Spruce Dispute · Tutorial
Quality: 889 global accepts · Rating: 2600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees
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2151.
2107E
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2152.
2109C3
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2084G1
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2154.
1090J
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2155.
2085F1
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2156.
2079B
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Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy
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2071E
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2158.
2064F
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1994G
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2160.
2053F
Earnest Matrix Complement · Tutorial
Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
ItsNotMeItsYou's solution

2161.
2045J
Xorderable Array · Tutorial
Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
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2162.
2042F
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2163.
2022E2
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2164.
2006D
Iris and Adjacent Products · Tutorial
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2165.
622F
The Sum of the k-th Powers · Tutorial
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2166.
2003E1
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Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math
ItsNotMeItsYou's solution

2167.
612F
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2168.
2004F
Make a Palindrome · Tutorial
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2169.
1858E2
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2170.
1990E2
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2171.
1681E
Labyrinth Adventures · Tutorial
Quality: 939 global accepts · Rating: 2600 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, shortest paths
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2172.
1975F
Set · Tutorial
Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
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2173.
1987F2
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Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp
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2174.
1982F
Sorting Problem Again · Tutorial
Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
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2175.
1981E
Turtle and Intersected Segments · Tutorial
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2176.
1977E
Tensor · Tutorial
Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
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2177.
1958H
Composite Spells · Tutorial
Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-15 · Kotlin 1.9 (first AC) · Tags: *special, dp
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2178.
321E
Ciel and Gondolas · Tutorial
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2179.
1945H
GCD is Greater · Tutorial
Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
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2180.
1805F1
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2181.
2210E
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2182.
2204G
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2183.
2209F
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2184.
2208E
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2185.
2169F
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2186.
2154F1
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Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math
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2187.
1149C
Tree Generator™ · Tutorial
Quality: 1,672 global accepts · Rating: 2700 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees
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2188.
2150D
Attraction Theory · Tutorial
Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
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2189.
2143F
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Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math
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2190.
1292D
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620F
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2003F
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1944F2
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2023D
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2020F
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2001E2
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1943E1
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2284.
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2109F
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2290.
1320E
Treeland and Viruses · Tutorial
Quality: 1,074 global accepts · Rating: 3000 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
ItsNotMeItsYou's solution

2291.
1969F
Card Pairing · Tutorial
Quality: 403 global accepts · Rating: 3000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation
ItsNotMeItsYou's solution

2292.
2043G
Problem with Queries · Tutorial
Quality: 326 global accepts · Rating: 3000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
ItsNotMeItsYou's solution

2293.
2057G
Secret Message · Tutorial
Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
ItsNotMeItsYou's solution

2294.
1743G
Antifibonacci Cut · Tutorial
Quality: 304 global accepts · Rating: 3000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math
ItsNotMeItsYou's solution

2295.
2025G
Variable Damage · Tutorial
Quality: 231 global accepts · Rating: 3000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows
ItsNotMeItsYou's solution

2296.
464E
The Classic Problem · Tutorial
Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-09-15 · last AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
ItsNotMeItsYou's solution

2297.
1983G
Your Loss · Tutorial
Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees
ItsNotMeItsYou's solution

2298.
1920F2
Smooth Sailing (Hard Version) · Tutorial
Quality: 642 global accepts · Rating: 3000 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees
ItsNotMeItsYou's solution

2299.
1476G
Minimum Difference · Tutorial
Quality: 740 global accepts · Rating: 3100 · first AC: 2025-04-21 · last AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, two pointers
ItsNotMeItsYou's solution

2300.
765F
Souvenirs · Tutorial
Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures
ItsNotMeItsYou's solution

2301.
2096F
Wonderful Impostors · Tutorial
Quality: 458 global accepts · Rating: 3100 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers
ItsNotMeItsYou's solution

2302.
2077D
Maximum Polygon · Tutorial
Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math
ItsNotMeItsYou's solution

2303.
1958I
Equal Trees · Tutorial
Quality: 50 global accepts · Rating: 3100 · first AC: 2024-05-20 · Kotlin 1.9 (first AC) · Tags: *special, graphs, meet-in-the-middle
ItsNotMeItsYou's solution

2304.
679E
Bear and Bad Powers of 42 · Tutorial
Quality: 820 global accepts · Rating: 3100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures
ItsNotMeItsYou's solution

2305.
2183G
Snake Instructions · Tutorial
Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive
ItsNotMeItsYou's solution

2306.
2180F2
Control Car (Hard Version) · Tutorial
Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities
ItsNotMeItsYou's solution

2307.
2165E
Rainbow Branch · Tutorial
Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees
ItsNotMeItsYou's solution

2308.
2128F
Strict Triangle · Tutorial
Quality: 378 global accepts · Rating: 3200 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths
ItsNotMeItsYou's solution

2309.
2004G
Substring Compression · Tutorial
Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
ItsNotMeItsYou's solution

2310.
1017G
The Tree · Tutorial
Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-04-12 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures
ItsNotMeItsYou's solution

2311.
2207G
Toothless · Tutorial
Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
ItsNotMeItsYou's solution

2312.
2077F
AND x OR · Tutorial
Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp
ItsNotMeItsYou's solution

2313.
2222F
Building Tree · Tutorial
Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
ItsNotMeItsYou's solution

2314.
2222E
Seek the Truth · Tutorial
Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
ItsNotMeItsYou's solution

2315.
2222D
Permutation Construction · Tutorial
Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings
ItsNotMeItsYou's solution

2316.
2222C
Median Partition · Tutorial
Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
ItsNotMeItsYou's solution

2317.
2222B
Artistic Balance Tree · Tutorial
Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
ItsNotMeItsYou's solution

2318.
2222A
A Wonderful Contest · Tutorial
Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
ItsNotMeItsYou's solution

2319.
2225F
String Cutting · Tutorial
Quality: 597 global accepts · Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings
ItsNotMeItsYou's solution

2320.
2225E
Covering Points with Circles · Tutorial
Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math
ItsNotMeItsYou's solution

2321.
2214C
And? · Tutorial
Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks
ItsNotMeItsYou's solution

2322.
2214I
You Are a Robot · Tutorial
Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special
ItsNotMeItsYou's solution

2323.
2214J
Special Problem · Tutorial
Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive
ItsNotMeItsYou's solution

2324.
2214G
Anomaly · Tutorial
Quality: 729 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, communication
ItsNotMeItsYou's solution

2325.
2214E
Shortest Paths · Tutorial
Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths
ItsNotMeItsYou's solution

2326.
2214D
Neural Feud · Tutorial
Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
ItsNotMeItsYou's solution

2327.
2214H
Double Vision · Tutorial
Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special
ItsNotMeItsYou's solution

2328.
2214B
Are You Smiling? · Tutorial
Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · last AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
ItsNotMeItsYou's solution

2329.
2214A
Odd One Out · Tutorial
Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation
ItsNotMeItsYou's solution

2330.
2198H
Microcycle · Tutorial
Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, dfs and similar, dsu, graphs
ItsNotMeItsYou's solution

2331.
2198G
Yamakasi · Tutorial
Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2332.
2198F
Best Price · Tutorial
Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, greedy
ItsNotMeItsYou's solution

2333.
2198E
Graph Composition · Tutorial
Rating: — · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, dfs and similar, graphs
ItsNotMeItsYou's solution

2334.
2198D
Uninteresting Number · Tutorial
Rating: — · first AC: 2026-03-02 · last AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math
ItsNotMeItsYou's solution

2335.
2198C
Preparing for the Exam · Tutorial
Rating: — · first AC: 2026-03-02 · last AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2336.
2198A
Twice · Tutorial
Rating: — · first AC: 2026-03-02 · last AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, implementation
ItsNotMeItsYou's solution

2337.
2198B
Fibonacciness · Tutorial
Rating: — · first AC: 2026-03-02 · last AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2338.
105187A
Meetings · Tutorial
Rating: — · first AC: 2024-07-29 · last AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2339.
103870K
Rock Paper Scissors (Easy Version) · Tutorial
Rating: — · first AC: 2026-01-29 · last AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2340.
100851J
Jump · Tutorial
Rating: — · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2341.
2168C
Intercepting Butterflies · Tutorial
Quality: 876 global accepts · Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
ItsNotMeItsYou's solution

2342.
2168B
Locate · Tutorial
Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
ItsNotMeItsYou's solution

2343.
2168A1
Encode and Decode (Easy Version) · Tutorial
Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive
ItsNotMeItsYou's solution

2344.
2168A2
Encode and Decode (Hard Version) · Tutorial

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math
ItsNotMeItsYou's solution

2345.
1192B
Dynamic Diameter · Tutorial
Quality: 1,560 global accepts · Rating: — · first AC: 2025-10-09 · last AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees
ItsNotMeItsYou's solution

2346.
1192C
Cubeword · Tutorial
Quality: 367 global accepts · Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle
ItsNotMeItsYou's solution

2347.
1192A
Building Skyscrapers · Tutorial
Quality: 80 global accepts · Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: *special
ItsNotMeItsYou's solution

2348.
105112F
Fixing Fractions · Tutorial
Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2349.
103470G
Paimon's Tree · Tutorial
Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2350.
102787B
Pear TreaP · Tutorial
Rating: — · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2351.
102787A
Shandom Ruffle · Tutorial
Rating: — · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2352.
2087D
Uppercase or Lowercase? · Tutorial
Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, interactive
ItsNotMeItsYou's solution

2353.
2087C
Coin Game · Tutorial
Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy
ItsNotMeItsYou's solution

2354.
2087B
Showmatch · Tutorial
Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2355.
2087A
Password Generator · Tutorial
Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2356.
2088F
Kachina's Favorite Binary String · Tutorial
Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, interactive
ItsNotMeItsYou's solution

2357.
2088E
Doggo Recoloring · Tutorial
Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, implementation
ItsNotMeItsYou's solution

2358.
2088D
Counting Pairs · Tutorial
Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2359.
2088C
Farmer John's Card Game · Tutorial
Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2360.
2088B
Having Been a Treasurer in the Past, I Help Goblins Deceive · Tutorial
Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics, constructive algorithms, strings
ItsNotMeItsYou's solution

2361.
2088A
Easy Problem · Tutorial
Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, math
ItsNotMeItsYou's solution

2362.
2095D
Where Am I? · Tutorial
Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
ItsNotMeItsYou's solution

2363.
2095G
Definitely a Geometry Problem · Tutorial
Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
ItsNotMeItsYou's solution

2364.
2095B
Plinko · Tutorial
Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive
ItsNotMeItsYou's solution

2365.
2095E
Pair Count · Tutorial
Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory
ItsNotMeItsYou's solution

2366.
2095A
Piecing It Together · Tutorial
Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures
ItsNotMeItsYou's solution

2367.
398E
Sorting Permutations · Tutorial
Quality: 124 global accepts · Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2368.
398B
Painting The Wall · Tutorial
Quality: 1,194 global accepts · Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities
ItsNotMeItsYou's solution

2369.
398A
Cards · Tutorial
Quality: 962 global accepts · Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
ItsNotMeItsYou's solution

2370.
398D
Instant Messanger · Tutorial
Quality: 1,272 global accepts · Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures
ItsNotMeItsYou's solution

2371.
105259D
Double Agents · Tutorial
Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2372.
105259C
Parcel Post · Tutorial
Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2373.
105259B
Mazes · Tutorial
Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2374.
105259A
Make All Equal · Tutorial
Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2375.
101102D
Rectangles · Tutorial
Rating: — · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2376.
2011H
Strange Matrix · Tutorial
Quality: 57 global accepts · Rating: — · first AC: 2024-10-03 · Kotlin 1.9 (first AC) · Tags: *special, graphs, greedy
ItsNotMeItsYou's solution

2377.
2011G
Removal of a Permutation · Tutorial
Quality: 50 global accepts · Rating: — · first AC: 2024-10-03 · Kotlin 1.9 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2378.
2011F
Good Subarray · Tutorial
Quality: 131 global accepts · Rating: — · first AC: 2024-10-03 · Kotlin 1.9 (first AC) · Tags: *special, data structures, greedy
ItsNotMeItsYou's solution

2379.
2011E
Rock-Paper-Scissors Bot · Tutorial
Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, greedy, strings
ItsNotMeItsYou's solution

2380.
2011D
Among Wolves · Tutorial
Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2381.
2011C
Split the Expression · Tutorial
Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2382.
2011B
Shuffle · Tutorial
Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2383.
2011A
Problem Solving · Tutorial
Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special
ItsNotMeItsYou's solution

2384.
2012H
Replace on Segment · Tutorial
Rating: — · first AC: 2024-09-26 · last AC: 2024-09-26 · Kotlin 1.9 (first AC) · Tags: *special, dp
ItsNotMeItsYou's solution

2385.
2012G
Berserk Monsters · Tutorial
Rating: — · first AC: 2024-09-25 · Kotlin 1.9 (first AC) · Tags: *special, implementation
ItsNotMeItsYou's solution

2386.
2012F
Colored Portals · Tutorial
Rating: — · first AC: 2024-09-25 · Kotlin 1.9 (first AC) · Tags: *special, greedy
ItsNotMeItsYou's solution

2387.
2012E
Decreasing String · Tutorial
Rating: — · first AC: 2024-09-25 · last AC: 2024-09-25 · Kotlin 1.7 (first AC) · Tags: *special, strings
ItsNotMeItsYou's solution

2388.
2012D
Forming Triangles · Tutorial
Rating: — · first AC: 2024-09-24 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics
ItsNotMeItsYou's solution

2389.
2012C
Make Equal Again · Tutorial
Rating: — · first AC: 2024-09-24 · Kotlin 1.7 (first AC) · Tags: *special, brute force, greedy, math
ItsNotMeItsYou's solution

2390.
2012B
Square or Not · Tutorial
Rating: — · first AC: 2024-09-22 · Kotlin 1.7 (first AC) · Tags: *special, strings
ItsNotMeItsYou's solution

2391.
2012A
My First Sorting Problem · Tutorial
Rating: — · first AC: 2024-09-22 · Kotlin 1.7 (first AC) · Tags: *special, implementation, sortings
ItsNotMeItsYou's solution

2392.
105284H
Thomas Sometimes Hides His Feelings in C++ · Tutorial
Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2393.
105284G
Ifrit Tile · Tutorial
Rating: — · first AC: 2024-09-12 · last AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2394.
105284F
Stage 4 · Tutorial
Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2395.
105284E
Waymo orzorzorz · Tutorial
Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2396.
105284D
Kawaii the Rinbot · Tutorial
Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2397.
105284C
Monkey Math Tree · Tutorial
Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2398.
105284B
Monkey Arrays · Tutorial
Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2399.
105284A
P!=NP · Tutorial
Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2400.
102644I
Count Paths Queries · Tutorial
Rating: — · first AC: 2024-04-24 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2401.
102644H
String Mood Updates · Tutorial
Rating: — · first AC: 2024-04-24 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2402.
102644G
Recurrence With Square · Tutorial
Rating: — · first AC: 2024-04-24 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2403.
102644F
Min Path · Tutorial
Rating: — · first AC: 2024-04-24 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2404.
102644E
Knight Paths · Tutorial
Rating: — · first AC: 2024-04-24 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2405.
102644D
Count Paths · Tutorial
Rating: — · first AC: 2023-08-02 · last AC: 2024-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2406.
102644C
Fibonacci · Tutorial
Rating: — · first AC: 2023-08-02 · last AC: 2024-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2407.
102644B
String Mood · Tutorial
Rating: — · first AC: 2023-08-02 · last AC: 2024-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2408.
102644A
Random Mood · Tutorial
Rating: — · first AC: 2023-08-02 · last AC: 2024-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2409.
104262I
Wormholes · Tutorial
Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2410.
105187C
Triangles · Tutorial
Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2411.
105187B
Soccer · Tutorial
Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2412.
105244G
Evolutionary Tree Weights · Tutorial
Rating: — · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2413.
105244E
Petya and Dice · Tutorial
Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2414.
105244A
New Adventures of the Wolf of Wall Street · Tutorial
Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2415.
105244B
Choosing a Vertex To Remove · Tutorial
Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2416.
105244C
Space Expedition · Tutorial
Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2417.
105244D
A Giraffe Travels and Munches · Tutorial
Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2418.
105244F
Lottery · Tutorial
Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2419.
105244H
Subsequence With Specified Differences · Tutorial
Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2420.
105244I
Sum of Path Lengths · Tutorial
Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2421.
105239G
Butterball on a Diet · Tutorial
Rating: — · first AC: 2024-07-26 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2422.
105239C
Colored Tree · Tutorial
Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2423.
105239F
Large Tiling With Dominoes · Tutorial
Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2424.
105239I
Path And k Vertices · Tutorial
Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2425.
105239H
These Piles of Stones Again! · Tutorial
Rating: — · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2426.
105239E
Rain · Tutorial
Rating: — · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2427.
105239D
Da Hong Pao · Tutorial
Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2428.
105239B
Let Us Assemble a Portfolio Together · Tutorial
Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2429.
105239A
1-Stable Sequence by Number · Tutorial
Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2430.
105186B
Permute-inator · Tutorial
Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2431.
103964K
Game Rooms · Tutorial
Rating: — · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2432.
105186C
Renovations · Tutorial
Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2433.
105186A
Kep.uz Arena · Tutorial
Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2434.
1959C
Count the Number of Pairs · Tutorial
Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, greedy, strings
ItsNotMeItsYou's solution

2435.
1959B
Compare T-Shirt Sizes · Tutorial
Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, implementation, strings
ItsNotMeItsYou's solution

2436.
1959A
Spy Detected! · Tutorial
Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, implementation
ItsNotMeItsYou's solution

2437.
102257B
Bridges · Tutorial
Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2438.
103687K
Dynamic Reachability · Tutorial
Rating: — · first AC: 2024-04-10 · last AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2439.
105067I
Fire Fighters · Tutorial
Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2440.
105067D
Sleepy Pandas · Tutorial
Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2441.
105067B
Richard Lore · Tutorial
Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2442.
105067F
Another Bitwise Problem · Tutorial
Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2443.
105067C
Unique Subsequences · Tutorial
Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2444.
105067A
It's Time to Submit · Tutorial
Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2445.
105067E
Another Ordering Problem · Tutorial
Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2446.
1952C
They Have Fooled · Tutorial
Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules
ItsNotMeItsYou's solution

2447.
1952D
Are You a Procrastinator? · Tutorial
Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
ItsNotMeItsYou's solution

2448.
1952J
Help, what does it mean to be "Based" · Tutorial
Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
ItsNotMeItsYou's solution

2449.
1952B
Is it stated? · Tutorial
Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
ItsNotMeItsYou's solution

2450.
1952A
Are You a Robot, Again? · Tutorial
Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
ItsNotMeItsYou's solution

2451.
105028C
Perfect Square Matrix · Tutorial
Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2452.
105028A
Minimum Black Cells · Tutorial
Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2453.
105028D
Tree Merger · Tutorial
Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2454.
105028B
Sequence Duplication · Tutorial
Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2455.
1939D
Big Persimmon · Tutorial
Quality: 111 global accepts · Rating: — · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, games
ItsNotMeItsYou's solution

2456.
1940B
Three Arrays · Tutorial
Quality: 270 global accepts · Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, implementation, sortings
ItsNotMeItsYou's solution

2457.
1940D
Almost Certainly · Tutorial
Quality: 175 global accepts · Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, data structures, sortings
ItsNotMeItsYou's solution

2458.
104855D
Colorful Paths · Tutorial
Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2459.
104855C
Hungry Shark · Tutorial
Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2460.
104855B
Yugandhar's Letter for Diya · Tutorial
Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2461.
104855A
GCD,LCM and AVG · Tutorial
Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2462.
1939B
Evidence Board · Tutorial
Quality: 307 global accepts · Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees
ItsNotMeItsYou's solution

2463.
1939C
More Gifts · Tutorial
Quality: 415 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, two pointers
ItsNotMeItsYou's solution

2464.
102694C
Sloth Naptime · Tutorial

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2465.
104380H
01 (Hard Version) · Tutorial
Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2466.
103886L
Fossil Excavation · Tutorial
Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2467.
103536A
Guards · Tutorial
Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2468.
104048K
Fullmetal Alchemist II · Tutorial
Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2469.
100886G
Maximum Product · Tutorial
Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2470.
102951C
LCS on Permutations · Tutorial
Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2471.
102951D
Static Range Queries · Tutorial
Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2472.
104522B
Cascading Sums · Tutorial
Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2473.
104522F
Candy Machine · Tutorial
Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2474.
103886G
Vacation · Tutorial
Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2475.
103886F
Cereal Schemes · Tutorial
Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

ItsNotMeItsYou's solution

2476.
`103886I`
Smuggling Cereal · Tutorial
Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2477.
`103886E`
Jeopardized Projects · Tutorial
Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2478.
`103886D`
Dance Permutations · Tutorial
Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2479.
`103886B`
Cereal Robber · Tutorial
Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2480.
`103886C`
Dice Game · Tutorial
Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2481.
`103886A`
Cereal Sort · Tutorial
Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2482.
`103149A`
Shopping Fever · Tutorial
Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution

2483.
`1812J`
Unmysterious Language · Tutorial
Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-02 · last AC: 2023-04-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
ItsNotMeItsYou's solution

2484.
`1812D`
Trivial Conjecture · Tutorial
Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, math, number theory
ItsNotMeItsYou's solution

2485.
`1812B`
Was it Rated? · Tutorial
Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation
ItsNotMeItsYou's solution

2486.
`1812A`
Are You a Robot? · Tutorial

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings
ItsNotMeItsYou's solution

2487.
100135J
J · Tutorial
Rating: — · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2488.
100135I
I · Tutorial
Rating: — · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2489.
100135G
G · Tutorial
Rating: — · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2490.
100135F
F · Tutorial
Rating: — · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2491.
100135E
E · Tutorial
Rating: — · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2492.
100135D
D · Tutorial
Rating: — · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2493.
100135C
C · Tutorial
Rating: — · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2494.
100135B
B · Tutorial
Rating: — · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2495.
100135A
A · Tutorial
Rating: — · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
ItsNotMeItsYou's solution

2496.
102951A
Maximum Distance · Tutorial
Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
ItsNotMeItsYou's solution