

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — Ivan Kolosov

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

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

Filters: none

Count: 321

1.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Ivan Kolosov's solution](#)

2.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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3.

2133A

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Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

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4.

2120A

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Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

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5.

2118A

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Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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6.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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7.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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8.

2111A

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Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

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9.

2071A

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

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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**10.**

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

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**11.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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**12.**

2034A

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Quality: 18,401 global accepts · Rating: 800 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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**13.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

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**14.**

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: math

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**15.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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**16.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**17.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

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**18.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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**19.**

2035A

[Sliding](#) · [Tutorial](#)

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

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**20.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**21.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

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**22.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ivan\\_Kolosov's solution](#)

**23.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

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**24.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[Ivan\\_Kolosov's solution](#)

**25.**

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

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**26.**

2021A

[Meaning Mean](#) · [Tutorial](#)

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**27.**

2013A

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Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**28.**

2007A

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Quality: 25,271 global accepts · Rating: 800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

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**29.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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**30.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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**31.**

1998A

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Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
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**32.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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**33.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2024-08-02 · Python 3 (first AC) · Tags: implementation, strings  
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**34.**

1991A

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Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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**35.**

1935A

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Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings  
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**36.**

1995A

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**37.**

1987A

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Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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**38.**

1989A

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Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**39.**

1976A

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**40.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

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**41.**

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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**42.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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**43.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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**44.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**45.**

1937A

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Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ivan\\_Kolosov's solution](#)

**46.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**47.**

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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**48.**

1929A

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

Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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**49.**

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

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**50.**

1919B

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Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**51.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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**52.**

1918A

[Brick Wall](#) · [Tutorial](#)

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

[Ivan\\_Kolosov's solution](#)

**53.**

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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**54.**

1921A

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Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**55.**

1921B

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Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**56.**

1922A

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Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

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**57.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,015 global accepts · Rating: 800 · first AC: 2024-01-11 · Python 3 (first AC) · Tags: brute force, math

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**58.**

1838A

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**59.**

266B

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Quality: 166,108 global accepts · Rating: 800 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

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**60.**

1859A

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- 61.**  
2048B  
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Quality: 20,651 global accepts · Rating: 900 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Ivan\\_Kolosov's solution](#)
- 62.**  
2062B  
[Clockwork](#) · [Tutorial](#)  
Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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- 63.**  
2026A  
[Perpendicular Segments](#) · [Tutorial](#)  
Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
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- 64.**  
2035B  
[Everyone Loves Tres](#) · [Tutorial](#)  
Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[Ivan\\_Kolosov's solution](#)
- 65.**  
2013B  
[Battle for Survive](#) · [Tutorial](#)  
Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
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- 66.**  
2007B  
[Index and Maximum Value](#) · [Tutorial](#)  
Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
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- 67.**  
1973A  
[Chess For Three](#) · [Tutorial](#)  
Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math  
[Ivan\\_Kolosov's solution](#)
- 68.**  
1954A  
[Painting the Ribbon](#) · [Tutorial](#)  
Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
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- 69.**  
1951A  
[Dual Trigger](#) · [Tutorial](#)  
Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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- 70.**  
1918B  
[Minimize Inversions](#) · [Tutorial](#)  
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- 71.**  
1921C  
[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**72.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ivan\\_Kolosov's solution](#)

**73.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry

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**74.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Ivan\\_Kolosov's solution](#)

**75.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ivan\\_Kolosov's solution](#)

**76.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**77.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Ivan\\_Kolosov's solution](#)

**78.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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**79.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

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**80.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ivan\\_Kolosov's solution](#)

**81.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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**82.**

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings  
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**83.**

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Ivan\\_Kolosov's solution](#)

**84.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[Ivan\\_Kolosov's solution](#)

**85.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers  
[Ivan\\_Kolosov's solution](#)

**86.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math  
[Ivan\\_Kolosov's solution](#)

**87.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[Ivan\\_Kolosov's solution](#)

**88.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[Ivan\\_Kolosov's solution](#)

**89.**

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry  
[Ivan\\_Kolosov's solution](#)

**90.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
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**91.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy  
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**92.**

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[Ivan\\_Kolosov's solution](#)

**93.**

2004C

[Splitting Items](#) · [Tutorial](#)

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

**94.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Ivan\\_Kolosov's solution](#)

**95.**

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[Ivan\\_Kolosov's solution](#)

**96.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers  
[Ivan\\_Kolosov's solution](#)

**97.**

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[Ivan\\_Kolosov's solution](#)

**98.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[Ivan\\_Kolosov's solution](#)

**99.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[Ivan\\_Kolosov's solution](#)

**100.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[Ivan\\_Kolosov's solution](#)

**101.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[Ivan\\_Kolosov's solution](#)

**102.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,279 global accepts · Rating: 1100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Ivan\\_Kolosov's solution](#)

**103.**

1872C

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

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Ivan\\_Kolosov's solution](#)

**104.**

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ivan\\_Kolosov's solution](#)

**105.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[Ivan\\_Kolosov's solution](#)

**106.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Ivan\\_Kolosov's solution](#)

**107.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Ivan\\_Kolosov's solution](#)

**108.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Ivan\\_Kolosov's solution](#)

**109.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Ivan\\_Kolosov's solution](#)

**110.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Ivan\\_Kolosov's solution](#)

**111.**

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ivan\\_Kolosov's solution](#)

**112.**

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[Ivan\\_Kolosov's solution](#)

**113.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[Ivan\\_Kolosov's solution](#)

**114.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory  
[Ivan\\_Kolosov's solution](#)

**115.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[Ivan\\_Kolosov's solution](#)

**116.**

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[Ivan\\_Kolosov's solution](#)

**117.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[Ivan\\_Kolosov's solution](#)

**118.**

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[Ivan\\_Kolosov's solution](#)

**119.**

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[Ivan\\_Kolosov's solution](#)

**120.**

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[Ivan\\_Kolosov's solution](#)

**121.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Ivan\\_Kolosov's solution](#)

**122.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[Ivan\\_Kolosov's solution](#)

**123.**

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math  
[Ivan\\_Kolosov's solution](#)

**124.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers  
[Ivan\\_Kolosov's solution](#)

**125.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings  
[Ivan\\_Kolosov's solution](#)

**126.**

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math  
[Ivan\\_Kolosov's solution](#)

**127.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[Ivan\\_Kolosov's solution](#)

**128.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy  
[Ivan\\_Kolosov's solution](#)

**129.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[Ivan\\_Kolosov's solution](#)

**130.**

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[Ivan\\_Kolosov's solution](#)

**131.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers  
[Ivan\\_Kolosov's solution](#)

**132.**

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Ivan\\_Kolosov's solution](#)

**133.**

1991C

[Absolute Zero](#) · [Tutorial](#)

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

[Ivan\\_Kolosov's solution](#)

**134.**

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Ivan\\_Kolosov's solution](#)

**135.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Ivan\\_Kolosov's solution](#)

**136.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Ivan\\_Kolosov's solution](#)

**137.**

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Ivan\\_Kolosov's solution](#)

**138.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Ivan\\_Kolosov's solution](#)

**139.**

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Ivan\\_Kolosov's solution](#)

**140.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Ivan\\_Kolosov's solution](#)

**141.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1400 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Ivan\\_Kolosov's solution](#)

**142.**

2111D

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

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Ivan\\_Kolosov's solution](#)

**143.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings  
[Ivan\\_Kolosov's solution](#)

**144.**

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive  
[Ivan\\_Kolosov's solution](#)

**145.**

1887A1

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

Rating: 1400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
[Ivan\\_Kolosov's solution](#)

**146.**

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation  
[Ivan\\_Kolosov's solution](#)

**147.**

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[Ivan\\_Kolosov's solution](#)

**148.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings  
[Ivan\\_Kolosov's solution](#)

**149.**

2035C

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

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

**150.**

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search  
[Ivan\\_Kolosov's solution](#)

**151.**

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings  
[Ivan\\_Kolosov's solution](#)

**152.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[Ivan\\_Kolosov's solution](#)

**153.**

1894C

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

Rating: 1400 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Ivan\\_Kolosov's solution](#)

**154.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ivan\\_Kolosov's solution](#)

**155.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ivan\\_Kolosov's solution](#)

**156.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ivan\\_Kolosov's solution](#)

**157.**

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Ivan\\_Kolosov's solution](#)

**158.**

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Ivan\\_Kolosov's solution](#)

**159.**

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Ivan\\_Kolosov's solution](#)

**160.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Ivan\\_Kolosov's solution](#)

**161.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ivan\\_Kolosov's solution](#)

**162.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Ivan\\_Kolosov's solution](#)

**163.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Ivan\\_Kolosov's solution](#)

**164.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ivan\\_Kolosov's solution](#)

**165.**

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Ivan\\_Kolosov's solution](#)

**166.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Ivan\\_Kolosov's solution](#)

**167.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Ivan\\_Kolosov's solution](#)

**168.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Ivan\\_Kolosov's solution](#)

**169.**

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Ivan\\_Kolosov's solution](#)

**170.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ivan\\_Kolosov's solution](#)

**171.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Ivan\\_Kolosov's solution](#)

**172.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Ivan\\_Kolosov's solution](#)

**173.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-30 · last AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Ivan\\_Kolosov's solution](#)

**174.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Ivan\\_Kolosov's solution](#)

**175.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Ivan\\_Kolosov's solution](#)

**176.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Ivan\\_Kolosov's solution](#)

**177.**

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ivan\\_Kolosov's solution](#)

**178.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ivan\\_Kolosov's solution](#)

**179.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[Ivan\\_Kolosov's solution](#)

**180.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Ivan\\_Kolosov's solution](#)

**181.**

2118D1

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

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Ivan\\_Kolosov's solution](#)

**182.**

2072F

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

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Ivan\\_Kolosov's solution](#)

**183.**

2071C

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

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Ivan\\_Kolosov's solution](#)

**184.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-01-08 · last AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ivan\\_Kolosov's solution](#)

**185.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Ivan\\_Kolosov's solution](#)

**186.**

2023B

[Skipping](#) · [Tutorial](#)

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

[Ivan\\_Kolosov's solution](#)

**187.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Ivan\\_Kolosov's solution](#)

**188.**

2007D

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

Rating: 1700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[Ivan\\_Kolosov's solution](#)

**189.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Ivan\\_Kolosov's solution](#)

**190.**

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Ivan\\_Kolosov's solution](#)

**191.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Ivan\\_Kolosov's solution](#)

**192.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Ivan\\_Kolosov's solution](#)

**193.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Ivan\\_Kolosov's solution](#)

**194.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Ivan\\_Kolosov's solution](#)

**195.**

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Ivan\\_Kolosov's solution](#)

**196.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-25 · last AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Ivan\\_Kolosov's solution](#)

**197.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[Ivan\\_Kolosov's solution](#)

**198.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Ivan\\_Kolosov's solution](#)

**199.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Ivan\\_Kolosov's solution](#)

**200.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Ivan\\_Kolosov's solution](#)

**201.**

2035D

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

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

[Ivan\\_Kolosov's solution](#)

**202.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Ivan\\_Kolosov's solution](#)

**203.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Ivan\\_Kolosov's solution](#)

**204.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Ivan\\_Kolosov's solution](#)

**205.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Ivan\\_Kolosov's solution](#)

**206.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Ivan\\_Kolosov's solution](#)

**207.**

1995C

[Squaring](#) · [Tutorial](#)

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

[Ivan\\_Kolosov's solution](#)

**208.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Ivan\\_Kolosov's solution](#)

**209.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Ivan\\_Kolosov's solution](#)

**210.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Ivan\\_Kolosov's solution](#)

**211.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Ivan\\_Kolosov's solution](#)

**212.**

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ivan\\_Kolosov's solution](#)

### 213.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Ivan\\_Kolosov's solution](#)

### 214.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Ivan\\_Kolosov's solution](#)

### 215.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Ivan\\_Kolosov's solution](#)

### 216.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Ivan\\_Kolosov's solution](#)

### 217.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-12 · last AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Ivan\\_Kolosov's solution](#)

### 218.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths

[Ivan\\_Kolosov's solution](#)

### 219.

1887A2

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

Rating: 1900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Ivan\\_Kolosov's solution](#)

### 220.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Ivan\\_Kolosov's solution](#)

### 221.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Ivan\\_Kolosov's solution](#)

### 222.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Ivan\\_Kolosov's solution](#)

**223.**

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Ivan\\_Kolosov's solution](#)

**224.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Ivan\\_Kolosov's solution](#)

**225.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Ivan\\_Kolosov's solution](#)

**226.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Ivan\\_Kolosov's solution](#)

**227.**

1991E

[Coloring Game](#) · [Tutorial](#)

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

[Ivan\\_Kolosov's solution](#)

**228.**

1991D

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

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

[Ivan\\_Kolosov's solution](#)

**229.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Ivan\\_Kolosov's solution](#)

**230.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Ivan\\_Kolosov's solution](#)

**231.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Ivan\\_Kolosov's solution](#)

**232.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings  
[Ivan\\_Kolosov's solution](#)

**233.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees  
[Ivan\\_Kolosov's solution](#)

**234.**

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search  
[Ivan\\_Kolosov's solution](#)

**235.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[Ivan\\_Kolosov's solution](#)

**236.**

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers  
[Ivan\\_Kolosov's solution](#)

**237.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math  
[Ivan\\_Kolosov's solution](#)

**238.**

1921F

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

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math  
[Ivan\\_Kolosov's solution](#)

**239.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math  
[Ivan\\_Kolosov's solution](#)

**240.**

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[Ivan\\_Kolosov's solution](#)

**241.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[Ivan\\_Kolosov's solution](#)

**242.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Ivan\\_Kolosov's solution](#)

**243.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Ivan\\_Kolosov's solution](#)

**244.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Ivan\\_Kolosov's solution](#)

**245.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Ivan\\_Kolosov's solution](#)

**246.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Ivan\\_Kolosov's solution](#)

**247.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Ivan\\_Kolosov's solution](#)

**248.**

1894E

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

Rating: 2000 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Ivan\\_Kolosov's solution](#)

**249.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-01 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Ivan\\_Kolosov's solution](#)

**250.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Ivan\\_Kolosov's solution](#)

**251.**

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Ivan\\_Kolosov's solution](#)

**252.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Ivan\\_Kolosov's solution](#)

**253.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ivan\\_Kolosov's solution](#)

**254.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Ivan\\_Kolosov's solution](#)

**255.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ivan\\_Kolosov's solution](#)

**256.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Ivan\\_Kolosov's solution](#)

**257.**

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Ivan\\_Kolosov's solution](#)

**258.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Ivan\\_Kolosov's solution](#)

**259.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Ivan\\_Kolosov's solution](#)

**260.**

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ivan\\_Kolosov's solution](#)

**261.**

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Ivan\\_Kolosov's solution](#)

**262.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Ivan\\_Kolosov's solution](#)

**263.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Ivan\\_Kolosov's solution](#)

**264.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Ivan\\_Kolosov's solution](#)

**265.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Ivan\\_Kolosov's solution](#)

**266.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Ivan\\_Kolosov's solution](#)

**267.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Ivan\\_Kolosov's solution](#)

**268.**

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ivan\\_Kolosov's solution](#)

**269.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Ivan\\_Kolosov's solution](#)

**270.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Ivan\\_Kolosov's solution](#)

**271.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, greedy

[Ivan\\_Kolosov's solution](#)

**272.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Ivan\\_Kolosov's solution](#)

**273.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Ivan\\_Kolosov's solution](#)

**274.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Ivan\\_Kolosov's solution](#)

**275.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Ivan\\_Kolosov's solution](#)

**276.**

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Ivan\\_Kolosov's solution](#)

**277.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[Ivan\\_Kolosov's solution](#)

**278.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Ivan\\_Kolosov's solution](#)

**279.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Ivan\\_Kolosov's solution](#)

**280.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Ivan\\_Kolosov's solution](#)

**281.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Ivan\\_Kolosov's solution](#)

**282.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Ivan\\_Kolosov's solution](#)

**283.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Ivan\\_Kolosov's solution](#)

**284.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Ivan\\_Kolosov's solution](#)

**285.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Ivan\\_Kolosov's solution](#)

**286.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ivan\\_Kolosov's solution](#)

**287.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Ivan\\_Kolosov's solution](#)

**288.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · last AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ivan\\_Kolosov's solution](#)

**289.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Ivan\\_Kolosov's solution](#)

**290.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Ivan\\_Kolosov's solution](#)

**291.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Ivan\\_Kolosov's solution](#)

**292.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-02-06 · last AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Ivan\\_Kolosov's solution](#)

**293.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Ivan\\_Kolosov's solution](#)

**294.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Ivan\\_Kolosov's solution](#)

**295.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Ivan\\_Kolosov's solution](#)

**296.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Ivan\\_Kolosov's solution](#)

**297.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Ivan\\_Kolosov's solution](#)

**298.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Ivan\\_Kolosov's solution](#)

**299.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Ivan\\_Kolosov's solution](#)

**300.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Ivan\\_Kolosov's solution](#)

**301.**

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Ivan\\_Kolosov's solution](#)

**302.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Ivan\\_Kolosov's solution](#)

**303.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ivan\\_Kolosov's solution](#)

**304.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Ivan\\_Kolosov's solution](#)

**305.**

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Ivan\\_Kolosov's solution](#)

**306.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Ivan\\_Kolosov's solution](#)

**307.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[Ivan\\_Kolosov's solution](#)

**308.**

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, graphs

[Ivan\\_Kolosov's solution](#)

**309.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Ivan\\_Kolosov's solution](#)

**310.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Ivan\\_Kolosov's solution](#)

**311.**

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Ivan\\_Kolosov's solution](#)

**312.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Ivan\\_Kolosov's solution](#)

**313.**

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Ivan\\_Kolosov's solution](#)

**314.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Ivan\\_Kolosov's solution](#)

**315.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ivan\\_Kolosov's solution](#)

**316.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Ivan\\_Kolosov's solution](#)

**317.**

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Ivan\\_Kolosov's solution](#)

**318.**

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[Ivan\\_Kolosov's solution](#)

**319.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[Ivan\\_Kolosov's solution](#)

**320.**

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees

[Ivan\\_Kolosov's solution](#)

**321.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[Ivan\\_Kolosov's solution](#)