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Unique solved — Jlyfish

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

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

Filters: none

Count: 1,943

1.

2152A

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Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Jlyfish's solution](#)

2.

2141A

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Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, implementation

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3.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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4.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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5.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,201 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Jlyfish's solution](#)

6.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,914 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Jlyfish's solution](#)

7.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Jlyfish's solution](#)

8.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

9.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Jlyfish's solution](#)

10.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[Jlyfish's solution](#)

11.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[Jlyfish's solution](#)

12.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Jlyfish's solution](#)

13.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[Jlyfish's solution](#)

14.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math
[Jlyfish's solution](#)

15.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Jlyfish's solution](#)

16.

2103A

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Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[Jlyfish's solution](#)

17.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[Jlyfish's solution](#)

18.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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19.

2071A

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

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[Jlyfish's solution](#)

20.

2069A

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

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[Jlyfish's solution](#)

21.

2059A

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

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[Jlyfish's solution](#)

22.

2063A

[Minimal Coprime](#) · [Tutorial](#)

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[Jlyfish's solution](#)

23.

2061A

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24.

2035A

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25.

2039A

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26.

2057A

[MEX Table](#) · [Tutorial](#)

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27.

2053A

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[Jlyfish's solution](#)

28.

2048A

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

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29.

2034A

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30.

2038J

[Waiting for...](#) · [Tutorial](#)

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[Jlyfish's solution](#)

31.

2038N

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32.

2020A

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[Jlyfish's solution](#)

33.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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34.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

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[Jlyfish's solution](#)

35.

2001B

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

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

[Jlyfish's solution](#)

36.

2001A

[Make All Equal](#) · [Tutorial](#)

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[Jlyfish's solution](#)

37.

2002A

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

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

[Jlyfish's solution](#)

38.

1991A

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

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

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39.

702A

[Maximum Increase](#) · [Tutorial](#)

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40.

1987A

[Upload More RAM](#) · [Tutorial](#)

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[Jlyfish's solution](#)

41.

1989A

[Catch the Coin](#) · [Tutorial](#)

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[Jlyfish's solution](#)

42.

1984A

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

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

[Jlyfish's solution](#)

43.

1975A

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

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

[Jlyfish's solution](#)

44.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Jlyfish's solution](#)

45.

1957A

[Stickogon](#) · [Tutorial](#)

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[Jlyfish's solution](#)

46.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Jlyfish's solution](#)

47.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Jlyfish's solution](#)

48.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

49.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Jlyfish's solution](#)

50.

1481A

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Quality: 25,736 global accepts · Rating: 800 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Jlyfish's solution](#)

51.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Jlyfish's solution](#)

52.

1948A

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

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

53.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Jlyfish's solution](#)

54.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Jlyfish's solution](#)

55.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[Jlyfish's solution](#)

56.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
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57.

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
[Jlyfish's solution](#)

58.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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59.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

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60.

1926A

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

Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Jlyfish's solution](#)

61.

1930A

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62.

1929B

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

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63.

1929A

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

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64.

1931A

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65.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Jlyfish's solution](#)

66.

1392B

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Quality: 18,891 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Jlyfish's solution](#)

67.

1392A

[Omkar and Password](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

68.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Jlyfish's solution](#)

69.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-08-10 · last AC: 2024-01-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Jlyfish's solution](#)

70.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,306 global accepts · Rating: 800 · first AC: 2022-07-10 · last AC: 2024-01-29 · Java 8 (first AC) · Tags: greedy

[Jlyfish's solution](#)

71.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-10 · last AC: 2024-01-29 · Java 8 (first AC) · Tags: constructive algorithms

[Jlyfish's solution](#)

72.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Jlyfish's solution](#)

73.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

74.

1619B

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

Quality: 32,947 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Jlyfish's solution](#)

75.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,823 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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76.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
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77.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,184 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
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78.

1915B

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

Quality: 50,356 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation
[Jlyfish's solution](#)

79.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,798 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation
[Jlyfish's solution](#)

80.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Jlyfish's solution](#)

81.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Jlyfish's solution](#)

82.

1899A

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

Quality: 92,753 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory
[Jlyfish's solution](#)

83.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers
[Jlyfish's solution](#)

84.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,993 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Jlyfish's solution](#)

- 85.**
1873B
[Good Kid](#) · [Tutorial](#)
Quality: 62,693 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Jlyfish's solution](#)
- 86.**
1873A
[Short Sort](#) · [Tutorial](#)
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[Jlyfish's solution](#)
- 87.**
1891A
[Sorting with Twos](#) · [Tutorial](#)
Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[Jlyfish's solution](#)
- 88.**
1886A
[Sum of Three](#) · [Tutorial](#)
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- 89.**
1878B
[Aleksa and Stack](#) · [Tutorial](#)
Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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- 90.**
1878A
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[Jlyfish's solution](#)
- 91.**
1882A
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- 92.**
1870A
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- 93.**
1872A
[Two Vessels](#) · [Tutorial](#)
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- 94.**
1866A
[Ambitious Kid](#) · [Tutorial](#)
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- 95.**
1857A
[Array Coloring](#) · [Tutorial](#)
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96.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,410 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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97.

1615A

[Closing The Gap](#) · [Tutorial](#)

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98.

1823A

[A-characteristic](#) · [Tutorial](#)

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99.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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100.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Jlyfish's solution](#)

101.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[Jlyfish's solution](#)

102.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Jlyfish's solution](#)

103.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Jlyfish's solution](#)

104.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[Jlyfish's solution](#)

105.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Jlyfish's solution](#)

106.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,451 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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107.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[Jlyfish's solution](#)

108.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Jlyfish's solution](#)

109.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,932 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
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110.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Jlyfish's solution](#)

111.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Jlyfish's solution](#)

112.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Jlyfish's solution](#)

113.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Jlyfish's solution](#)

114.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Jlyfish's solution](#)

115.

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Jlyfish's solution](#)

116.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Jlyfish's solution](#)

117.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Jlyfish's solution](#)

118.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Jlyfish's solution](#)

119.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

120.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,995 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Jlyfish's solution](#)

121.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Jlyfish's solution](#)

122.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Jlyfish's solution](#)

123.

1780A

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

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

[Jlyfish's solution](#)

124.

1777A

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

Quality: 44,015 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

125.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Jlyfish's solution](#)

126.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Jlyfish's solution](#)

127.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

128.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Jlyfish's solution](#)

129.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Jlyfish's solution](#)

130.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Jlyfish's solution](#)

131.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Jlyfish's solution](#)

132.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Jlyfish's solution](#)

133.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,014 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Jlyfish's solution](#)

134.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Jlyfish's solution](#)

135.

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Jlyfish's solution](#)

136.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,821 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Jlyfish's solution](#)

137.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,939 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Jlyfish's solution](#)

138.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,607 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Jlyfish's solution](#)

139.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,272 global accepts · Rating: 800 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[Jlyfish's solution](#)

140.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Jlyfish's solution](#)

141.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Jlyfish's solution](#)

142.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[Jlyfish's solution](#)

143.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-30 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[Jlyfish's solution](#)

144.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Jlyfish's solution](#)

145.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-08 · last AC: 2022-10-27 · Java 8 (first AC) · Tags: implementation
[Jlyfish's solution](#)

146.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Jlyfish's solution](#)

147.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Jlyfish's solution](#)

148.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Jlyfish's solution](#)

149.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[Jlyfish's solution](#)

150.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Jlyfish's solution](#)

151.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math
[Jlyfish's solution](#)

152.

1746B

[Rebellion](#) · [Tutorial](#)

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

153.

1746A

[Maxmina](#) · [Tutorial](#)

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

154.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Jlyfish's solution](#)

155.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math
[Jlyfish's solution](#)

156.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Jlyfish's solution](#)

157.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Jlyfish's solution](#)

158.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Jlyfish's solution](#)

159.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Jlyfish's solution](#)

160.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[Jlyfish's solution](#)

161.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Jlyfish's solution](#)

162.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Jlyfish's solution](#)

163.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[Jlyfish's solution](#)

164.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Jlyfish's solution](#)

165.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Jlyfish's solution](#)

166.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[Jlyfish's solution](#)

167.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[Jlyfish's solution](#)

168.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[Jlyfish's solution](#)

169.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Jlyfish's solution](#)

170.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[Jlyfish's solution](#)

171.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Jlyfish's solution](#)

172.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Jlyfish's solution](#)

173.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Jlyfish's solution](#)

174.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Jlyfish's solution](#)

175.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Jlyfish's solution](#)

176.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Jlyfish's solution](#)

177.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Jlyfish's solution](#)

178.

1352A

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

Quality: 104,119 global accepts · Rating: 800 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Jlyfish's solution](#)

179.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Jlyfish's solution](#)

180.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Jlyfish's solution](#)

181.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,877 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Jlyfish's solution](#)

182.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Jlyfish's solution](#)

183.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Jlyfish's solution](#)

184.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Jlyfish's solution](#)

185.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Jlyfish's solution](#)

186.

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Jlyfish's solution](#)

187.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Jlyfish's solution](#)

188.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Jlyfish's solution](#)

189.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Jlyfish's solution](#)

190.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation

[Jlyfish's solution](#)

191.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Jlyfish's solution](#)

192.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Jlyfish's solution](#)

193.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · Java 8 (first AC) · Tags: greedy
[Jlyfish's solution](#)

194.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,778 global accepts · Rating: 800 · first AC: 2022-08-01 · Java 8 (first AC) · Tags: data structures, greedy, implementation
[Jlyfish's solution](#)

195.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Jlyfish's solution](#)

196.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Jlyfish's solution](#)

197.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · Java 8 (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[Jlyfish's solution](#)

198.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Jlyfish's solution](#)

199.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · Java 8 (first AC) · Tags: brute force, implementation, strings
[Jlyfish's solution](#)

200.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,173 global accepts · Rating: 800 · first AC: 2022-07-12 · Java 8 (first AC) · Tags: data structures, implementation
[Jlyfish's solution](#)

201.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,242 global accepts · Rating: 800 · first AC: 2022-07-12 · Java 8 (first AC) · Tags: brute force, implementation, strings
[Jlyfish's solution](#)

202.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Jlyfish's solution](#)

203.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-07-05 · Java 8 (first AC) · Tags: combinatorics, math
[Jlyfish's solution](#)

204.

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Jlyfish's solution](#)

205.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · Java 8 (first AC) · Tags: constructive algorithms, math
[Jlyfish's solution](#)

206.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation
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207.

1698A

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Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-06-28 · Java 8 (first AC) · Tags: bitmasks, brute force
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208.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
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209.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Jlyfish's solution](#)

210.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games
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211.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · Java 8 (first AC) · Tags: greedy, implementation
[Jlyfish's solution](#)

212.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,918 global accepts · Rating: 800 · first AC: 2022-06-14 · Java 8 (first AC) · Tags: implementation
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213.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · Java 8 (first AC) · Tags: greedy, sortings

[Jlyfish's solution](#)

214.

1692A

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Quality: 85,748 global accepts · Rating: 800 · first AC: 2022-06-14 · Java 8 (first AC) · Tags: implementation

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215.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · Java 8 (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

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216.

1690C

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Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · Java 8 (first AC) · Tags: data structures, greedy, implementation

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217.

1690B

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218.

1690A

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

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219.

1688B

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Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

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220.

1688A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · Java 8 (first AC) · Tags: bitmasks, brute force

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221.

1691A

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222.

1686B

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Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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223.

1686A

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

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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224.

1681B

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Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · Java 8 (first AC) · Tags: implementation, math

[Jlyfish's solution](#)

225.

1681A

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Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · Java 8 (first AC) · Tags: games, greedy

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226.

1682A

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Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · Java 8 (first AC) · Tags: greedy, strings

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227.

1684B

[Z mod X = C](#) · [Tutorial](#)

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228.

1684A

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229.

1680B

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Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · Java 8 (first AC) · Tags: implementation

[Jlyfish's solution](#)

230.

1680A

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231.

1676C

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232.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,644 global accepts · Rating: 800 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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233.

1676A

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Quality: 87,423 global accepts · Rating: 800 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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234.

1678A

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Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-08 · Java 8 (first AC) · Tags: implementation

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235.

1670A

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[Jlyfish's solution](#)

236.

1675A

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[Jlyfish's solution](#)

237.

1671A

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Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · Java 8 (first AC) · Tags: implementation

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238.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

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[Jlyfish's solution](#)

239.

1669B

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Quality: 55,545 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Jlyfish's solution](#)

240.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,540 global accepts · Rating: 800 · first AC: 2022-04-22 · Java 8 (first AC) · Tags: implementation

[Jlyfish's solution](#)

241.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-20 · Java 8 (first AC) · Tags: implementation, math

[Jlyfish's solution](#)

242.

1661A

[Array Balancing](#) · [Tutorial](#)

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[Jlyfish's solution](#)

243.

1665A

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Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · Java 8 (first AC) · Tags: constructive algorithms, math

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244.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-04-04 · Java 8 (first AC) · Tags: strings

[Jlyfish's solution](#)

245.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

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[Jlyfish's solution](#)

246.

1660B

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Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · Java 8 (first AC) · Tags: math

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247.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · Java 8 (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

248.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-28 · Java 8 (first AC) · Tags: greedy

[Jlyfish's solution](#)

249.

1657A

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Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-03-28 · Java 8 (first AC) · Tags: brute force, math

[Jlyfish's solution](#)

250.

1658B

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Quality: 19,545 global accepts · Rating: 800 · first AC: 2022-03-28 · Java 8 (first AC) · Tags: combinatorics, math, number theory

[Jlyfish's solution](#)

251.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

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[Jlyfish's solution](#)

252.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · Java 8 (first AC) · Tags: math, sortings

[Jlyfish's solution](#)

253.

1644B

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[Jlyfish's solution](#)

254.

1644A

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Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-23 · Java 8 (first AC) · Tags: implementation

[Jlyfish's solution](#)

255.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,860 global accepts · Rating: 800 · first AC: 2021-12-28 · Java 8 (first AC) · Tags: brute force, math

[Jlyfish's solution](#)

256.

2110B

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Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

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257.

2035B

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Quality: 20,572 global accepts · Rating: 900 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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258.

2048B

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Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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259.

2013B

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Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Jlyfish's solution](#)

260.

1954A

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261.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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262.

1373B

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Quality: 52,677 global accepts · Rating: 900 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[Jlyfish's solution](#)

263.

1607B

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Quality: 39,450 global accepts · Rating: 900 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[Jlyfish's solution](#)

264.

1927B

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Quality: 38,132 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

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265.

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-08-10 · last AC: 2024-01-30 · Java 8 (first AC) · Tags: greedy

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266.

1921C

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Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

267.

1915D

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Quality: 35,085 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
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268.

1878C

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

Quality: 57,649 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math
[Jlyfish's solution](#)

269.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,058 global accepts · Rating: 900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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270.

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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271.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[Jlyfish's solution](#)

272.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[Jlyfish's solution](#)

273.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
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274.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Jlyfish's solution](#)

275.

1771A

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

Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-12 · Java 8 (first AC) · Tags: combinatorics, math, sortings
[Jlyfish's solution](#)

276.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Jlyfish's solution](#)

277.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[Jlyfish's solution](#)

278.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Jlyfish's solution](#)

279.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

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280.

1735B

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Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · last AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

281.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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282.

1726A

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Quality: 36,549 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

283.

1475B

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Quality: 57,251 global accepts · Rating: 900 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Jlyfish's solution](#)

284.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,816 global accepts · Rating: 900 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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285.

1617B

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Quality: 26,832 global accepts · Rating: 900 · first AC: 2022-08-20 · last AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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286.

1705B

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Quality: 25,450 global accepts · Rating: 900 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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287.

1720A

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[Jlyfish's solution](#)

288.

1709B

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289.

1714A

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[Jlyfish's solution](#)

290.

1699B

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Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Jlyfish's solution](#)

291.

1696B

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Quality: 36,325 global accepts · Rating: 900 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Jlyfish's solution](#)

292.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Jlyfish's solution](#)

293.

1675B

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

Quality: 43,288 global accepts · Rating: 900 · first AC: 2022-05-05 · Java 8 (first AC) · Tags: greedy, implementation

[Jlyfish's solution](#)

294.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-20 · Java 8 (first AC) · Tags: greedy, math, sortings

[Jlyfish's solution](#)

295.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 900 · first AC: 2022-04-13 · Java 8 (first AC) · Tags: greedy

[Jlyfish's solution](#)

296.

1665B

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

Quality: 32,898 global accepts · Rating: 900 · first AC: 2022-04-08 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings

[Jlyfish's solution](#)

297.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Jlyfish's solution](#)

298.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,883 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Jlyfish's solution](#)

299.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Jlyfish's solution](#)

300.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Jlyfish's solution](#)

301.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Jlyfish's solution](#)

302.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Jlyfish's solution](#)

303.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Jlyfish's solution](#)

304.

2002B

[Removals Game](#) · [Tutorial](#)

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

[Jlyfish's solution](#)

305.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Jlyfish's solution](#)

306.

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Jlyfish's solution](#)

307.

1969B

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Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

308.

1373A

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Quality: 29,479 global accepts · Rating: 1000 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Jlyfish's solution](#)

309.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Jlyfish's solution](#)

310.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Jlyfish's solution](#)

311.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,886 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Jlyfish's solution](#)

312.

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Jlyfish's solution](#)

313.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · last AC: 2024-01-29 · Java 8 (first AC) · Tags: greedy

[Jlyfish's solution](#)

314.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Jlyfish's solution](#)

315.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Jlyfish's solution](#)

316.

1859B

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

Quality: 43,901 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Jlyfish's solution](#)

317.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

318.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Jlyfish's solution](#)

319.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Jlyfish's solution](#)

320.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Jlyfish's solution](#)

321.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Jlyfish's solution](#)

322.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Jlyfish's solution](#)

323.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Jlyfish's solution](#)

324.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Jlyfish's solution](#)

325.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Jlyfish's solution](#)

326.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Jlyfish's solution](#)

327.

1760D

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

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Jlyfish's solution](#)

328.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Jlyfish's solution](#)

329.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Jlyfish's solution](#)

330.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,272 global accepts · Rating: 1000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Jlyfish's solution](#)

331.

1620B

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

Quality: 31,475 global accepts · Rating: 1000 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Jlyfish's solution](#)

332.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,607 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Jlyfish's solution](#)

333.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Jlyfish's solution](#)

334.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,919 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Jlyfish's solution](#)

335.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-07-05 · Java 8 (first AC) · Tags: combinatorics, implementation, strings

[Jlyfish's solution](#)

336.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Jlyfish's solution](#)

337.

1690D

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

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-06-07 · Java 8 (first AC) · Tags: implementation, two pointers

[Jlyfish's solution](#)

338.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,313 global accepts · Rating: 1000 · first AC: 2022-05-31 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Jlyfish's solution](#)

339.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Jlyfish's solution](#)

340.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · Java 8 (first AC) · Tags: brute force, math, sortings

[Jlyfish's solution](#)

341.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 1000 · first AC: 2022-04-17 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Jlyfish's solution](#)

342.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,222 global accepts · Rating: 1000 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Jlyfish's solution](#)

343.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

344.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Jlyfish's solution](#)

345.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Jlyfish's solution](#)

346.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Jlyfish's solution](#)

347.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

348.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Jlyfish's solution](#)

349.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Jlyfish's solution](#)

350.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Jlyfish's solution](#)

351.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Jlyfish's solution](#)

352.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[Jlyfish's solution](#)

353.

1366A

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

Quality: 32,998 global accepts · Rating: 1100 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[Jlyfish's solution](#)

354.

1991B

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

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

355.

1984B

[Large Addition](#) · [Tutorial](#)

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

356.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-14 · Kotlin 1.9 (first AC) · Tags: *special, dp
[Jlyfish's solution](#)

357.

1957B

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

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[Jlyfish's solution](#)

358.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Jlyfish's solution](#)

359.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[Jlyfish's solution](#)

360.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[Jlyfish's solution](#)

361.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[Jlyfish's solution](#)

362.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,404 global accepts · Rating: 1100 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Jlyfish's solution](#)

363.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Jlyfish's solution](#)

364.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2022-09-20 · last AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Jlyfish's solution](#)

365.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · last AC: 2024-01-29 · Java 8 (first AC) · Tags: data structures, greedy

[Jlyfish's solution](#)

366.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Jlyfish's solution](#)

367.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,534 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

368.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Jlyfish's solution](#)

369.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,866 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Jlyfish's solution](#)

370.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,360 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Jlyfish's solution](#)

371.

1873E

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

Quality: 43,460 global accepts · Rating: 1100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Jlyfish's solution](#)

372.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,017 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Jlyfish's solution](#)

373.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Jlyfish's solution](#)

374.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,721 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Jlyfish's solution](#)

375.

1872C

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

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Jlyfish's solution](#)

376.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Jlyfish's solution](#)

377.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Jlyfish's solution](#)

378.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,165 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Jlyfish's solution](#)

379.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,332 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Jlyfish's solution](#)

380.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,010 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers

[Jlyfish's solution](#)

381.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

382.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

383.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,845 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Jlyfish's solution](#)

384.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Jlyfish's solution](#)

385.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Jlyfish's solution](#)

386.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Jlyfish's solution](#)

387.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Jlyfish's solution](#)

388.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,798 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

389.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Jlyfish's solution](#)

390.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Jlyfish's solution](#)

391.

1624C

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

Quality: 26,836 global accepts · Rating: 1100 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Jlyfish's solution](#)

392.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Jlyfish's solution](#)

393.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Jlyfish's solution](#)

394.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Jlyfish's solution](#)

395.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · Java 8 (first AC) · Tags: constructive algorithms, strings
[Jlyfish's solution](#)

396.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[Jlyfish's solution](#)

397.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[Jlyfish's solution](#)

398.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[Jlyfish's solution](#)

399.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Jlyfish's solution](#)

400.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Jlyfish's solution](#)

401.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · Java 8 (first AC) · Tags: dp, greedy, math
[Jlyfish's solution](#)

402.

1708B

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

Quality: 28,412 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Jlyfish's solution](#)

403.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-12 · Java 8 (first AC) · Tags: brute force, data structures, strings
[Jlyfish's solution](#)

404.

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation, math

[Jlyfish's solution](#)

405.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1100 · first AC: 2022-06-14 · Java 8 (first AC) · Tags: brute force, implementation

[Jlyfish's solution](#)

406.

1686C

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

Rating: 1100 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Jlyfish's solution](#)

407.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1100 · first AC: 2022-05-22 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Jlyfish's solution](#)

408.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-05-10 · Java 8 (first AC) · Tags: binary search, greedy, sortings

[Jlyfish's solution](#)

409.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Jlyfish's solution](#)

410.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · Java 8 (first AC) · Tags: implementation

[Jlyfish's solution](#)

411.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-22 · Java 8 (first AC) · Tags: implementation

[Jlyfish's solution](#)

412.

1656B

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

Quality: 26,808 global accepts · Rating: 1100 · first AC: 2022-03-25 · Java 8 (first AC) · Tags: data structures, greedy, math, two pointers

[Jlyfish's solution](#)

413.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-23 · Java 8 (first AC) · Tags: data structures, math, sortings

[Jlyfish's solution](#)

414.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[Jlyfish's solution](#)

415.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Jlyfish's solution](#)

416.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Jlyfish's solution](#)

417.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Jlyfish's solution](#)

418.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[Jlyfish's solution](#)

419.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Jlyfish's solution](#)

420.

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Jlyfish's solution](#)

421.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Jlyfish's solution](#)

422.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Jlyfish's solution](#)

423.

2020B

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

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Jlyfish's solution](#)

424.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Jlyfish's solution](#)

425.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Jlyfish's solution](#)

426.

1989B

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

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[Jlyfish's solution](#)

427.

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
[Jlyfish's solution](#)

428.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[Jlyfish's solution](#)

429.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Jlyfish's solution](#)

430.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[Jlyfish's solution](#)

431.

1935B

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

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Jlyfish's solution](#)

432.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[Jlyfish's solution](#)

433.

1926C

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

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[Jlyfish's solution](#)

434.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Jlyfish's solution](#)

435.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-08-10 · last AC: 2024-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Jlyfish's solution](#)

436.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Jlyfish's solution](#)

437.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Jlyfish's solution](#)

438.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,093 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Jlyfish's solution](#)

439.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Jlyfish's solution](#)

440.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Jlyfish's solution](#)

441.

1872D

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

Quality: 38,829 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Jlyfish's solution](#)

442.

1857C

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

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Jlyfish's solution](#)

443.

1859C

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

Quality: 18,657 global accepts · Rating: 1200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Jlyfish's solution](#)

444.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Jlyfish's solution](#)

445.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Jlyfish's solution](#)

446.

1800D

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

Quality: 29,347 global accepts · Rating: 1200 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[Jlyfish's solution](#)

447.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Jlyfish's solution](#)

448.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Jlyfish's solution](#)

449.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Jlyfish's solution](#)

450.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,259 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Jlyfish's solution](#)

451.

1738B

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

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Jlyfish's solution](#)

452.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Jlyfish's solution](#)

453.

1734C

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

Quality: 28,632 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

454.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Jlyfish's solution](#)

455.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Jlyfish's solution](#)

456.

1635C

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

Quality: 25,133 global accepts · Rating: 1200 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

457.

1352B

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

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Jlyfish's solution](#)

458.

1352C

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

Quality: 69,771 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[Jlyfish's solution](#)

459.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Jlyfish's solution](#)

460.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Jlyfish's solution](#)

461.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[Jlyfish's solution](#)

462.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[Jlyfish's solution](#)

463.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-07-13 · Java 8 (first AC) · Tags: implementation
[Jlyfish's solution](#)

464.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-07-06 · Java 8 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[Jlyfish's solution](#)

465.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[Jlyfish's solution](#)

466.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[Jlyfish's solution](#)

467.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,282 global accepts · Rating: 1200 · first AC: 2022-06-14 · Java 8 (first AC) · Tags: binary search, implementation, two pointers

[Jlyfish's solution](#)

468.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-22 · Java 8 (first AC) · Tags: binary search, brute force, greedy, math

[Jlyfish's solution](#)

469.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-25 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Jlyfish's solution](#)

470.

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Jlyfish's solution](#)

471.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Jlyfish's solution](#)

472.

2129A

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

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Jlyfish's solution](#)

473.

2124C

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

Quality: 14,595 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Jlyfish's solution](#)

474.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Jlyfish's solution](#)

475.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Jlyfish's solution](#)

476.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Jlyfish's solution](#)

477.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy, math

[Jlyfish's solution](#)

478.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, two pointers

[Jlyfish's solution](#)

479.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Jlyfish's solution](#)

480.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Jlyfish's solution](#)

481.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2024-04-05 · PyPy 3-64 (first AC) · Tags: *special, combinatorics

[Jlyfish's solution](#)

482.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[Jlyfish's solution](#)

483.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Jlyfish's solution](#)

484.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Jlyfish's solution](#)

485.

1948C

[Arrow Path](#) · [Tutorial](#)

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

[Jlyfish's solution](#)

486.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Jlyfish's solution](#)

487.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Jlyfish's solution](#)

488.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Jlyfish's solution](#)

489.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Jlyfish's solution](#)

490.

1926D

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

Quality: 18,373 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[Jlyfish's solution](#)

491.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,628 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[Jlyfish's solution](#)

492.

1927D

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

Quality: 33,178 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[Jlyfish's solution](#)

493.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,241 global accepts · Rating: 1300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[Jlyfish's solution](#)

494.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,528 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[Jlyfish's solution](#)

495.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,276 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[Jlyfish's solution](#)

496.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[Jlyfish's solution](#)

497.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[Jlyfish's solution](#)

498.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, greedy

[Jlyfish's solution](#)

499.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Jlyfish's solution](#)

500.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Jlyfish's solution](#)

501.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Jlyfish's solution](#)

502.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Jlyfish's solution](#)

503.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Jlyfish's solution](#)

504.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Jlyfish's solution](#)

505.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Jlyfish's solution](#)

506.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Jlyfish's solution](#)

507.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Jlyfish's solution](#)

508.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

509.

1816C

[Ian and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Jlyfish's solution](#)

510.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Jlyfish's solution](#)

511.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Jlyfish's solution](#)

512.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Jlyfish's solution](#)

513.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

514.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Jlyfish's solution](#)

515.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Jlyfish's solution](#)

516.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Jlyfish's solution](#)

517.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Jlyfish's solution](#)

518.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Jlyfish's solution](#)

519.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[Jlyfish's solution](#)

520.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[Jlyfish's solution](#)

521.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[Jlyfish's solution](#)

522.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Jlyfish's solution](#)

523.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[Jlyfish's solution](#)

524.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[Jlyfish's solution](#)

525.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math
[Jlyfish's solution](#)

526.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Jlyfish's solution](#)

527.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Jlyfish's solution](#)

528.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs
[Jlyfish's solution](#)

529.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,051 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[Jlyfish's solution](#)

530.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-07-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

531.

1694C

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

Rating: 1300 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Jlyfish's solution](#)

532.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,150 global accepts · Rating: 1300 · first AC: 2022-06-14 · Java 8 (first AC) · Tags: brute force, math

[Jlyfish's solution](#)

533.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Jlyfish's solution](#)

534.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Jlyfish's solution](#)

535.

1668C

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

Rating: 1300 · first AC: 2022-04-20 · Java 8 (first AC) · Tags: brute force, greedy, math

[Jlyfish's solution](#)

536.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · Java 8 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Jlyfish's solution](#)

537.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · Java 8 (first AC) · Tags: dp, greedy, strings

[Jlyfish's solution](#)

538.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Jlyfish's solution](#)

539.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Jlyfish's solution](#)

540.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Jlyfish's solution](#)

541.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

542.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[Jlyfish's solution](#)

543.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Jlyfish's solution](#)

544.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Jlyfish's solution](#)

545.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Jlyfish's solution](#)

546.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Jlyfish's solution](#)

547.

2034C

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

Quality: 9,140 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Jlyfish's solution](#)

548.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Jlyfish's solution](#)

549.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Jlyfish's solution](#)

550.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Jlyfish's solution](#)

551.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Jlyfish's solution](#)

552.

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[Jlyfish's solution](#)

553.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

554.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-14 · Kotlin 1.9 (first AC) · Tags: *special, math

[Jlyfish's solution](#)

555.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Jlyfish's solution](#)

556.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Jlyfish's solution](#)

557.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Jlyfish's solution](#)

558.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Jlyfish's solution](#)

559.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Jlyfish's solution](#)

560.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

561.

1929C

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

Quality: 17,285 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

[Jlyfish's solution](#)

562.

1931E

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

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Jlyfish's solution](#)

563.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2022-09-20 · last AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Jlyfish's solution](#)

564.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Jlyfish's solution](#)

565.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Jlyfish's solution](#)

566.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Jlyfish's solution](#)

567.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[Jlyfish's solution](#)

568.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Jlyfish's solution](#)

569.

1888C

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

Rating: 1400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Jlyfish's solution](#)

570.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Jlyfish's solution](#)

571.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Jlyfish's solution](#)

572.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Jlyfish's solution](#)

573.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

574.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Jlyfish's solution](#)

575.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Jlyfish's solution](#)

576.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Jlyfish's solution](#)

577.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[Jlyfish's solution](#)

578.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Jlyfish's solution](#)

579.

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Jlyfish's solution](#)

580.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Jlyfish's solution](#)

581.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Jlyfish's solution](#)

582.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Jlyfish's solution](#)

583.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Jlyfish's solution](#)

584.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Jlyfish's solution](#)

585.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Jlyfish's solution](#)

586.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Jlyfish's solution](#)

587.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Jlyfish's solution](#)

588.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Jlyfish's solution](#)

589.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Jlyfish's solution](#)

590.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[Jlyfish's solution](#)

591.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy,

implementation

[Jlyfish's solution](#)

592.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Jlyfish's solution](#)

593.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Jlyfish's solution](#)

594.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Jlyfish's solution](#)

595.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[Jlyfish's solution](#)

596.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Jlyfish's solution](#)

597.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · Java 8 (first AC) · Tags: dp, flows, greedy, implementation

[Jlyfish's solution](#)

598.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Jlyfish's solution](#)

599.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,408 global accepts · Rating: 1400 · first AC: 2022-06-14 · Java 8 (first AC) · Tags: data structures, dp, sortings, two pointers

[Jlyfish's solution](#)

600.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-14 · Java 8 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Jlyfish's solution](#)

601.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Jlyfish's solution](#)

602.

1682C

[LIS or Reverse LIS? · Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Jlyfish's solution](#)

603.

1676H1

[Maximum Crossings \(Easy Version\) · Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Jlyfish's solution](#)

604.

1670C

[Where is the Pizza? · Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Jlyfish's solution](#)

605.

2115A

[Gellyfish and Flaming Peony · Tutorial](#)

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Jlyfish's solution](#)

606.

2109C1

[Hacking Numbers \(Easy Version\) · Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Jlyfish's solution](#)

607.

2107C

[Maximum Subarray Sum · Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Jlyfish's solution](#)

608.

2108C

[Neo's Escape · Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Jlyfish's solution](#)

609.

2069C

[Beautiful Sequence · Tutorial](#)

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Jlyfish's solution](#)

610.

2057C

[Trip to the Olympiad · Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Jlyfish's solution](#)

611.

2053C

[Bewitching Stargazer · Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Jlyfish's solution](#)

612.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Jlyfish's solution](#)

613.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Jlyfish's solution](#)

614.

2001C

[Guess The Tree](#) · [Tutorial](#)

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

[Jlyfish's solution](#)

615.

1926E

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

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Jlyfish's solution](#)

616.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,199 global accepts · Rating: 1500 · first AC: 2023-12-28 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Jlyfish's solution](#)

617.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

618.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Jlyfish's solution](#)

619.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[Jlyfish's solution](#)

620.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Jlyfish's solution](#)

621.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Jlyfish's solution](#)

622.

1754C2

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

Rating: 1500 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Jlyfish's solution](#)

623.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Jlyfish's solution](#)

624.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Jlyfish's solution](#)

625.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Jlyfish's solution](#)

626.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Jlyfish's solution](#)

627.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Jlyfish's solution](#)

628.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Jlyfish's solution](#)

629.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Jlyfish's solution](#)

630.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Jlyfish's solution](#)

631.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Jlyfish's solution](#)

632.

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Jlyfish's solution](#)

633.

1744E1

[Divisible Numbers \(easy version\) · Tutorial](#)

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Jlyfish's solution](#)

634.

1737C

[Ela and Crickets · Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Jlyfish's solution](#)

635.

1738C

[Even Number Addicts · Tutorial](#)

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[Jlyfish's solution](#)

636.

1739C

[Card Game · Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Jlyfish's solution](#)

637.

1352E

[Special Elements · Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[Jlyfish's solution](#)

638.

1352F

[Binary String Reconstruction · Tutorial](#)

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Jlyfish's solution](#)

639.

1676H2

[Maximum Crossings \(Hard Version\) · Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-11 · last AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Jlyfish's solution](#)

640.

1690E

[Price Maximization · Tutorial](#)

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · Java 8 (first AC) · Tags: binary search, greedy, math, two pointers

[Jlyfish's solution](#)

641.

1675E

[Replace With the Previous, Minimize · Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · Java 8 (first AC) · Tags: dsu, greedy, strings

[Jlyfish's solution](#)

642.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-18 · Java 8 (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Jlyfish's solution](#)

643.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Jlyfish's solution](#)

644.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[Jlyfish's solution](#)

645.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Jlyfish's solution](#)

646.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Jlyfish's solution](#)

647.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Jlyfish's solution](#)

648.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Jlyfish's solution](#)

649.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Jlyfish's solution](#)

650.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Jlyfish's solution](#)

651.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Jlyfish's solution](#)

652.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Jlyfish's solution](#)

653.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Jlyfish's solution](#)

654.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

655.

1957C

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

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Jlyfish's solution](#)

656.

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Jlyfish's solution](#)

657.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Jlyfish's solution](#)

658.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Jlyfish's solution](#)

659.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Jlyfish's solution](#)

660.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Jlyfish's solution](#)

661.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Jlyfish's solution](#)

662.

1702E

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

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-13 · last AC: 2024-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Jlyfish's solution](#)

663.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[Jlyfish's solution](#)

664.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Jlyfish's solution](#)

665.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, two pointers

[Jlyfish's solution](#)

666.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Jlyfish's solution](#)

667.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Jlyfish's solution](#)

668.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,522 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Jlyfish's solution](#)

669.

1886C

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

Quality: 16,605 global accepts · Rating: 1600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Jlyfish's solution](#)

670.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Jlyfish's solution](#)

671.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Jlyfish's solution](#)

672.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Jlyfish's solution](#)

673.

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-13 · last AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Jlyfish's solution](#)

674.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[Jlyfish's solution](#)

675.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Jlyfish's solution](#)

676.

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Jlyfish's solution](#)

677.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Jlyfish's solution](#)

678.

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Jlyfish's solution](#)

679.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Jlyfish's solution](#)

680.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[Jlyfish's solution](#)

681.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Jlyfish's solution](#)

682.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Jlyfish's solution](#)

683.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Jlyfish's solution](#)

684.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Jlyfish's solution](#)

685.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[Jlyfish's solution](#)

686.

1754D

[Factorial Divisibility](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Jlyfish's solution](#)

687.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Jlyfish's solution](#)

688.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Jlyfish's solution](#)

689.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Jlyfish's solution](#)

690.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1600 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Jlyfish's solution](#)

691.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Jlyfish's solution](#)

692.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Jlyfish's solution](#)

693.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Jlyfish's solution](#)

694.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Jlyfish's solution](#)

695.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-02 · Java 8 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Jlyfish's solution](#)

696.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Jlyfish's solution](#)

697.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-10 · last AC: 2022-06-11 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[Jlyfish's solution](#)

698.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-14 · Java 8 (first AC) · Tags: binary search, greedy, strings, two pointers

[Jlyfish's solution](#)

699.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · Java 8 (first AC) · Tags: binary search, greedy, sortings, trees

[Jlyfish's solution](#)

700.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Jlyfish's solution](#)

701.

2124D

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

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Jlyfish's solution](#)

702.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy

[Jlyfish's solution](#)

703.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Jlyfish's solution](#)

704.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Jlyfish's solution](#)

705.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Jlyfish's solution](#)

706.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[Jlyfish's solution](#)

707.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Jlyfish's solution](#)

708.

2071C

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

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Jlyfish's solution](#)

709.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Jlyfish's solution](#)

710.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Jlyfish's solution](#)

711.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Jlyfish's solution](#)

712.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Jlyfish's solution](#)

713.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[Jlyfish's solution](#)

714.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Jlyfish's solution](#)

715.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 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

[Jlyfish's solution](#)

716.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Jlyfish's solution](#)

717.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Jlyfish's solution](#)

718.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Jlyfish's solution](#)

719.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Jlyfish's solution](#)

720.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 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

[Jlyfish's solution](#)

721.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Jlyfish's solution](#)

722.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar,

graphs

[Jlyfish's solution](#)

723.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Jlyfish's solution](#)

724.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-13 · last AC: 2024-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Jlyfish's solution](#)

725.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Jlyfish's solution](#)

726.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Jlyfish's solution](#)

727.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Jlyfish's solution](#)

728.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Jlyfish's solution](#)

729.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Jlyfish's solution](#)

730.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Jlyfish's solution](#)

731.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Jlyfish's solution](#)

732.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[Jlyfish's solution](#)

733.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1700 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math

[Jlyfish's solution](#)

734.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Jlyfish's solution](#)

735.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[Jlyfish's solution](#)

736.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Jlyfish's solution](#)

737.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Jlyfish's solution](#)

738.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Jlyfish's solution](#)

739.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Jlyfish's solution](#)

740.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Jlyfish's solution](#)

741.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Jlyfish's solution](#)

742.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Jlyfish's solution](#)

743.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · last AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Jlyfish's solution](#)

744.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,665 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Jlyfish's solution](#)

745.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Jlyfish's solution](#)

746.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Jlyfish's solution](#)

747.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Jlyfish's solution](#)

748.

1678D

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

Rating: 1700 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Jlyfish's solution](#)

749.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-25 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Jlyfish's solution](#)

750.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[Jlyfish's solution](#)

751.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Jlyfish's solution](#)

752.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Jlyfish's solution](#)

753.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[Jlyfish's solution](#)

754.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Jlyfish's solution](#)

755.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-08-21 · last AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Jlyfish's solution](#)

756.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Jlyfish's solution](#)

757.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[Jlyfish's solution](#)

758.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,162 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Jlyfish's solution](#)

759.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Jlyfish's solution](#)

760.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-15 · Java 8 (first AC) · Tags: data structures, dp, greedy, math

[Jlyfish's solution](#)

761.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Jlyfish's solution](#)

762.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Jlyfish's solution](#)

763.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-28 · Java 8 (first AC) · Tags: constructive algorithms, math

[Jlyfish's solution](#)

764.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[Jlyfish's solution](#)

765.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, brute force

[Jlyfish's solution](#)

766.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Jlyfish's solution](#)

767.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Jlyfish's solution](#)

768.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Jlyfish's solution](#)

769.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[Jlyfish's solution](#)

770.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Jlyfish's solution](#)

771.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Jlyfish's solution](#)

772.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Jlyfish's solution](#)

773.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Jlyfish's solution](#)

774.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Jlyfish's solution](#)

775.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Jlyfish's solution](#)

776.

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

[Jlyfish's solution](#)

777.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Jlyfish's solution](#)

778.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Jlyfish's solution](#)

779.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,080 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Jlyfish's solution](#)

780.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Jlyfish's solution](#)

781.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Jlyfish's solution](#)

782.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Jlyfish's solution](#)

783.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Jlyfish's solution](#)

784.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Jlyfish's solution](#)

785.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2022-09-20 · last AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Jlyfish's solution](#)

786.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Jlyfish's solution](#)

787.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Jlyfish's solution](#)

788.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Jlyfish's solution](#)

789.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, sortings, two pointers

[Jlyfish's solution](#)

790.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-28 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Jlyfish's solution](#)

791.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Jlyfish's solution](#)

792.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[Jlyfish's solution](#)

793.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Jlyfish's solution](#)

794.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Jlyfish's solution](#)

795.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Jlyfish's solution](#)

796.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Jlyfish's solution](#)

797.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Jlyfish's solution](#)

798.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Jlyfish's solution](#)

799.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Jlyfish's solution](#)

800.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Jlyfish's solution](#)

801.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Jlyfish's solution](#)

802.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Jlyfish's solution](#)

803.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Jlyfish's solution](#)

804.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Jlyfish's solution](#)

805.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Jlyfish's solution](#)

806.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Jlyfish's solution](#)

807.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Jlyfish's solution](#)

808.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Jlyfish's solution](#)

809.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Jlyfish's solution](#)

810.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Jlyfish's solution](#)

811.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Jlyfish's solution](#)

812.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Jlyfish's solution](#)

813.

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Jlyfish's solution](#)

814.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[Jlyfish's solution](#)

815.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Jlyfish's solution](#)

816.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Jlyfish's solution](#)

817.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Jlyfish's solution](#)

818.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Jlyfish's solution](#)

819.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Jlyfish's solution](#)

820.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Jlyfish's solution](#)

821.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Jlyfish's solution](#)

822.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Jlyfish's solution](#)

823.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Jlyfish's solution](#)

824.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Jlyfish's solution](#)

825.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · Java 8 (first AC) · Tags: dfs and similar, graphs

[Jlyfish's solution](#)

826.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Jlyfish's solution](#)

827.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Jlyfish's solution](#)

828.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Jlyfish's solution](#)

829.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Jlyfish's solution](#)

830.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Jlyfish's solution](#)

831.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-28 · last AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Jlyfish's solution](#)

832.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Jlyfish's solution](#)

833.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Jlyfish's solution](#)

834.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Jlyfish's solution](#)

835.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Jlyfish's solution](#)

836.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Jlyfish's solution](#)

837.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

838.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Jlyfish's solution](#)

839.

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

[Jlyfish's solution](#)

840.

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

[Jlyfish's solution](#)

841.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Jlyfish's solution](#)

842.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Jlyfish's solution](#)

843.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Jlyfish's solution](#)

844.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Jlyfish's solution](#)

845.

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

[Jlyfish's solution](#)

846.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Jlyfish's solution](#)

847.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Jlyfish's solution](#)

848.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Jlyfish's solution](#)

849.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Jlyfish's solution](#)

850.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Jlyfish's solution](#)

851.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Jlyfish's solution](#)

852.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Jlyfish's solution](#)

853.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-10-19 · last AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Jlyfish's solution](#)

854.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Jlyfish's solution](#)

855.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Jlyfish's solution](#)

856.

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Jlyfish's solution](#)

857.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · last AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Jlyfish's solution](#)

858.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Jlyfish's solution](#)

859.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Jlyfish's solution](#)

860.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Jlyfish's solution](#)

861.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Jlyfish's solution](#)

862.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Jlyfish's solution](#)

863.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Jlyfish's solution](#)

864.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Jlyfish's solution](#)

865.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Jlyfish's solution](#)

866.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Jlyfish's solution](#)

867.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Jlyfish's solution](#)

868.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Jlyfish's solution](#)

869.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Jlyfish's solution](#)

870.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Jlyfish's solution](#)

871.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-21 · Java 8 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Jlyfish's solution](#)

872.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Jlyfish's solution](#)

873.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[Jlyfish's solution](#)

874.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[Jlyfish's solution](#)

875.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Jlyfish's solution](#)

876.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Jlyfish's solution](#)

877.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Jlyfish's solution](#)

878.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Jlyfish's solution](#)

879.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Jlyfish's solution](#)

880.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Jlyfish's solution](#)

881.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Jlyfish's solution](#)

882.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Jlyfish's solution](#)

883.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[Jlyfish's solution](#)

884.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[Jlyfish's solution](#)

885.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-08-29 · last AC: 2022-08-29 · Java 8 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[Jlyfish's solution](#)

886.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,087 global accepts · Rating: 1900 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
[Jlyfish's solution](#)

887.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math
[Jlyfish's solution](#)

888.

1649E

[Tyler and Strings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math
[Jlyfish's solution](#)

889.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[Jlyfish's solution](#)

890.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[Jlyfish's solution](#)

891.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[Jlyfish's solution](#)

892.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-11 · Java 8 (first AC) · Tags: data structures, dp, geometry, shortest paths
[Jlyfish's solution](#)

893.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[Jlyfish's solution](#)

894.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
[Jlyfish's solution](#)

895.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[Jlyfish's solution](#)

896.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[Jlyfish's solution](#)

897.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[Jlyfish's solution](#)

898.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[Jlyfish's solution](#)

899.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory
[Jlyfish's solution](#)

900.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities
[Jlyfish's solution](#)

901.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Jlyfish's solution](#)

902.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Jlyfish's solution](#)

903.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory

[Jlyfish's solution](#)

904.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Jlyfish's solution](#)

905.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Jlyfish's solution](#)

906.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Jlyfish's solution](#)

907.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Jlyfish's solution](#)

908.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Jlyfish's solution](#)

909.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Jlyfish's solution](#)

910.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Jlyfish's solution](#)

911.

1359D

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

Quality: 10,732 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation,

two pointers

[Jlyfish's solution](#)

912.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Jlyfish's solution](#)

913.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Jlyfish's solution](#)

914.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Jlyfish's solution](#)

915.

1931G

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

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Jlyfish's solution](#)

916.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Jlyfish's solution](#)

917.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-10-19 · last AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Jlyfish's solution](#)

918.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Jlyfish's solution](#)

919.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Jlyfish's solution](#)

920.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Jlyfish's solution](#)

921.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Jlyfish's solution](#)

922.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Jlyfish's solution](#)

923.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Jlyfish's solution](#)

924.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Jlyfish's solution](#)

925.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Jlyfish's solution](#)

926.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Jlyfish's solution](#)

927.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Jlyfish's solution](#)

928.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp

[Jlyfish's solution](#)

929.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[Jlyfish's solution](#)

930.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Jlyfish's solution](#)

931.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Jlyfish's solution](#)

932.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Jlyfish's solution](#)

933.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Jlyfish's solution](#)

934.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Jlyfish's solution](#)

935.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Jlyfish's solution](#)

936.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Jlyfish's solution](#)

937.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Jlyfish's solution](#)

938.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Jlyfish's solution](#)

939.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Jlyfish's solution](#)

940.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Jlyfish's solution](#)

941.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, two

pointers

[Jlyfish's solution](#)

942.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Jlyfish's solution](#)

943.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Jlyfish's solution](#)

944.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Jlyfish's solution](#)

945.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Jlyfish's solution](#)

946.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Jlyfish's solution](#)

947.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dp, greedy

[Jlyfish's solution](#)

948.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Jlyfish's solution](#)

949.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Jlyfish's solution](#)

950.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Jlyfish's solution](#)

951.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Jlyfish's solution](#)

952.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Jlyfish's solution](#)

953.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Jlyfish's solution](#)

954.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Jlyfish's solution](#)

955.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-28 · last AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Jlyfish's solution](#)

956.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Jlyfish's solution](#)

957.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Jlyfish's solution](#)

958.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Jlyfish's solution](#)

959.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Jlyfish's solution](#)

960.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Jlyfish's solution](#)

961.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

962.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Jlyfish's solution](#)

963.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Jlyfish's solution](#)

964.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

965.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Jlyfish's solution](#)

966.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Jlyfish's solution](#)

967.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Jlyfish's solution](#)

968.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Jlyfish's solution](#)

969.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Jlyfish's solution](#)

970.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Jlyfish's solution](#)

971.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Jlyfish's solution](#)

972.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Jlyfish's solution](#)

973.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Jlyfish's solution](#)

974.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Jlyfish's solution](#)

975.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Jlyfish's solution](#)

976.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Jlyfish's solution](#)

977.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Jlyfish's solution](#)

978.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Jlyfish's solution](#)

979.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Jlyfish's solution](#)

980.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Jlyfish's solution](#)

981.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Jlyfish's solution](#)

982.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Jlyfish's solution](#)

983.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Jlyfish's solution](#)

984.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Jlyfish's solution](#)

985.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Jlyfish's solution](#)

986.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Jlyfish's solution](#)

987.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · last AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Jlyfish's solution](#)

988.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Jlyfish's solution](#)

989.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Jlyfish's solution](#)

990.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Jlyfish's solution](#)

991.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Jlyfish's solution](#)

992.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Jlyfish's solution](#)

993.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Jlyfish's solution](#)

994.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,271 global accepts · Rating: 2100 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Jlyfish's solution](#)

995.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Jlyfish's solution](#)

996.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Jlyfish's solution](#)

997.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-13 · last AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Jlyfish's solution](#)

998.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Jlyfish's solution](#)

999.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Jlyfish's solution](#)

1000.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Jlyfish's solution](#)**1001.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Jlyfish's solution](#)**1002.**

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Jlyfish's solution](#)**1003.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)**1004.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Jlyfish's solution](#)**1005.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Jlyfish's solution](#)**1006.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Jlyfish's solution](#)**1007.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Jlyfish's solution](#)**1008.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Jlyfish's solution](#)**1009.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[Jlyfish's solution](#)

1010.

1926F

[Vlad and Avoiding X](#) · Tutorial

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Jlyfish's solution](#)

1011.

1650F

[Vitaly and Advanced Useless Algorithms](#) · Tutorial

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Jlyfish's solution](#)

1012.

1921G

[Mischievous Shooter](#) · Tutorial

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Jlyfish's solution](#)

1013.

1854B

[Earn or Unlock](#) · Tutorial

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Jlyfish's solution](#)

1014.

1039C

[Network Safety](#) · Tutorial

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Jlyfish's solution](#)

1015.

134C

[Swaps](#) · Tutorial

Quality: 576 global accepts · Rating: 2200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Jlyfish's solution](#)

1016.

1858D

[Trees and Segments](#) · Tutorial

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Jlyfish's solution](#)

1017.

1615D

[X\(or\)-mas Tree](#) · Tutorial

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-06-22 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Jlyfish's solution](#)

1018.

1840F

[Railguns](#) · Tutorial

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Jlyfish's solution](#)

1019.

1656E

[Equal Tree Sums](#) · Tutorial

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Jlyfish's solution](#)

1020.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Jlyfish's solution](#)**1021.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Jlyfish's solution](#)**1022.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Jlyfish's solution](#)**1023.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Jlyfish's solution](#)**1024.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Jlyfish's solution](#)**1025.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · last AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Jlyfish's solution](#)**1026.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Jlyfish's solution](#)**1027.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Jlyfish's solution](#)**1028.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Jlyfish's solution](#)**1029.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Jlyfish's solution](#)

1030.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Jlyfish's solution](#)**1031.**

2124F1

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

Quality: 1,563 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Jlyfish's solution](#)**1032.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Jlyfish's solution](#)**1033.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[Jlyfish's solution](#)**1034.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Jlyfish's solution](#)**1035.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Jlyfish's solution](#)**1036.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · last AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Jlyfish's solution](#)**1037.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Jlyfish's solution](#)**1038.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · last AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Jlyfish's solution](#)**1039.**

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

brute force, dp, dsu, graphs, shortest paths, sortings

[Jlyfish's solution](#)

1040.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Jlyfish's solution](#)

1041.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2300 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Jlyfish's solution](#)

1042.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Jlyfish's solution](#)

1043.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1044.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Jlyfish's solution](#)

1045.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Jlyfish's solution](#)

1046.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Jlyfish's solution](#)

1047.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Jlyfish's solution](#)

1048.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Jlyfish's solution](#)

1049.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Jlyfish's solution](#)

1050.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Jlyfish's solution](#)

1051.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Jlyfish's solution](#)

1052.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Jlyfish's solution](#)

1053.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Jlyfish's solution](#)

1054.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Jlyfish's solution](#)

1055.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Jlyfish's solution](#)

1056.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Jlyfish's solution](#)

1057.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Jlyfish's solution](#)

1058.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Jlyfish's solution](#)

1059.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics,

data structures, dp, number theory, sortings

[Jlyfish's solution](#)

1060.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Jlyfish's solution](#)

1061.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Jlyfish's solution](#)

1062.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Jlyfish's solution](#)

1063.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Jlyfish's solution](#)

1064.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Jlyfish's solution](#)

1065.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-01-17 · last AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Jlyfish's solution](#)

1066.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · last AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Jlyfish's solution](#)

1067.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · last AC: 2025-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Jlyfish's solution](#)

1068.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs

[Jlyfish's solution](#)

1069.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 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

[Jlyfish's solution](#)

1070.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Jlyfish's solution](#)

1071.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-08-12 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1072.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1073.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Jlyfish's solution](#)

1074.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Jlyfish's solution](#)

1075.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[Jlyfish's solution](#)

1076.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, greedy

[Jlyfish's solution](#)

1077.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Jlyfish's solution](#)

1078.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Jlyfish's solution](#)

1079.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Jlyfish's solution](#)

1080.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Jlyfish's solution](#)

1081.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Jlyfish's solution](#)

1082.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Jlyfish's solution](#)

1083.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[Jlyfish's solution](#)

1084.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Jlyfish's solution](#)

1085.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Jlyfish's solution](#)

1086.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Jlyfish's solution](#)

1087.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Jlyfish's solution](#)

1088.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Jlyfish's solution](#)

1089.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Jlyfish's solution](#)

1090.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Jlyfish's solution](#)

1091.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Jlyfish's solution](#)

1092.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Jlyfish's solution](#)

1093.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Jlyfish's solution](#)

1094.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Jlyfish's solution](#)

1095.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Jlyfish's solution](#)

1096.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Jlyfish's solution](#)

1097.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[Jlyfish's solution](#)

1098.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graph matchings, graphs
[Jlyfish's solution](#)

1099.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Jlyfish's solution](#)

1100.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees, two pointers

[Jlyfish's solution](#)

1101.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 2400 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Jlyfish's solution](#)

1102.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Jlyfish's solution](#)

1103.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Jlyfish's solution](#)

1104.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Jlyfish's solution](#)

1105.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Jlyfish's solution](#)

1106.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Jlyfish's solution](#)

1107.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-01-17 · last AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Jlyfish's solution](#)

1108.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[Jlyfish's solution](#)

1109.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[Jlyfish's solution](#)

1110.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2024-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[Jlyfish's solution](#)

1111.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[Jlyfish's solution](#)

1112.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings
[Jlyfish's solution](#)

1113.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees
[Jlyfish's solution](#)

1114.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2024-09-16 · last AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, string suffix structures, strings
[Jlyfish's solution](#)

1115.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers
[Jlyfish's solution](#)

1116.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[Jlyfish's solution](#)

1117.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Jlyfish's solution](#)

1118.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Jlyfish's solution](#)

1119.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Jlyfish's solution](#)

1120.

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

[Jlyfish's solution](#)

1121.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Jlyfish's solution](#)

1122.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-07-31 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Jlyfish's solution](#)

1123.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Jlyfish's solution](#)

1124.

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · last AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Jlyfish's solution](#)

1125.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Jlyfish's solution](#)

1126.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, number theory

[Jlyfish's solution](#)

1127.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Jlyfish's solution](#)

1128.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Jlyfish's solution](#)

1129.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, geometry, graphs

[Jlyfish's solution](#)

1130.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Jlyfish's solution](#)

1131.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Jlyfish's solution](#)

1132.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Jlyfish's solution](#)

1133.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-18 · last AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[Jlyfish's solution](#)

1134.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Jlyfish's solution](#)

1135.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Jlyfish's solution](#)

1136.

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1137.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Jlyfish's solution](#)

1138.

106225B

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

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Jlyfish's solution](#)

1139.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Jlyfish's solution](#)

1140.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Jlyfish's solution](#)

1141.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Jlyfish's solution](#)

1142.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Jlyfish's solution](#)

1143.

106225D

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

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Jlyfish's solution](#)

1144.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Jlyfish's solution](#)

1145.

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Jlyfish's solution](#)

1146.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Jlyfish's solution](#)

1147.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Jlyfish's solution](#)

1148.

106084D

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

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1149.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1150.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1151.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1152.

106353G

[Group Photo](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · last AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1153.

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1154.

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1155.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1156.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1157.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1158.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1159.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1160.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1161.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1162.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1163.

104059C

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

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1164.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1165.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1166.

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1167.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1168.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1169.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1170.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1171.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1172.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1173.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1174.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1175.

105394H

[Headline Heat](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1176.

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1177.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1178.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1179.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1180.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1181.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1182.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1183.

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1184.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1185.

105924E

[h N t B r i e l](#)

Rating: — · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1186.

105924B

[N i c h o r i a l](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1187.

105924L

[o j k t o r i a l](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1188.

105924H

[s V y -- T u t o r i a l](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1189.

105924F

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Rating: — · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1190.

105924K

[C o o l i a 8 b](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1191.

105924A

[G D ~ E g o , M O \[z s O E \] a](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1192.

105924I

[s V y -- T u t o r i a l](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1193.

105924G

[RTutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1194.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1195.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1196.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1197.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1198.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1199.

105901E

[Colorful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1200.

105901F

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1201.

105901G

[Path Summing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1202.

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1203.

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1204.

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1205.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1206.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1207.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1208.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1209.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1210.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1211.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1212.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1213.

105869J

[Sumotonic Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1214.

105869D

[Money in the Hat](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1215.

105869H

[Decent Path Around Bajtów](#) · Tutorial

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1216.

105869G

[Road Trip](#) · Tutorial

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1217.

105869I

[Random Remainders](#) · Tutorial

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1218.

105869C

[Diamonds and the Genie](#) · Tutorial

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1219.

105869E

[Gambling](#) · Tutorial

Rating: — · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1220.

105941K

[Ring Trick II](#) · Tutorial

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1221.

105941B

[Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1222.

105941C

[Toxel Nt's In Vp't](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1223.

105941G

[vōt Nāg Y'rīzĒ-Æ](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1224.

105941E

[Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1225.

105941F

[Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1226.

105941H

[h To Qyep](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1227.

105941M

[YU@jazz\[f-b](#)

Rating: — · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1228.

105941D

[2025 · Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1229.

105941J

[Ring Trick · Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1230.

105977C

[N-OMep](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1231.

105977H

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Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1232.

105977L

[O Teprial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1233.

105977G

[p TeisobK](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1234.

105977J

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Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1235.

105977K

[VERTeX · Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1236.

105977M

[•000 Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1237.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1238.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1239.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1240.

105992A

[Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1241.

105992C

[Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1242.

105992J

[Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1243.

105992E

[Djangle v. Tepca-Óg.](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1244.

105992G

[Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1245.

105992K

[y^NKNbK](#)

Rating: — · first AC: 2025-07-08 · last AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1246.

105992M

[TIÓÓ h8](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1247.

105992I

[Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1248.

105992D

[NTotSz](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1249.

105992H

[V b 112.5Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1250.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1251.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · last AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1252.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1253.

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1254.

105945H

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

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1255.

105945J

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

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1256.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1257.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1258.

105911C

[Osiris](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1259.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1260.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · last AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1261.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1262.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · last AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1263.

105911F

[Caloric Difference](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1264.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1265.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1266.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · last AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1267.

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1268.

105949K

[Point Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1269.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1270.

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1271.

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1272.

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1273.

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1274.

105928E

[LCM Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · last AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1275.

105928K

[Pleasure of Hope](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1276.

105928B

[Adventure for Black](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1277.

105928M

[Bridge IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1278.

105928C

[Knight](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1279.

105928L

[AL-1S](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1280.

105928F

[Where the West Wind Ends](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1281.

105928A

[Balanced Eating](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1282.

105928I

[FST: First Search Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1283.

105887A

[~vifot/cpt ~Üv,,](#)

Rating: — · first AC: 2025-05-29 · last AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1284.

105887D

[žÄŮřojš](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1285.

105887J

[RGB h](#) [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1286.

105887C

[S:WORR](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1287.

105887B

[Rt](#) [torial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1288.

105887L

[h NtjYal](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1289.

105887H

[PC](#) [torial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1290.

105887F

[bzNip!](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1291.

105891D

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1292.

105891K

[Welfare](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1293.

105891E

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1294.

105891J

[Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1295.

105891G

[student](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1296.

105891C

[gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1297.

105891A

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1298.

105891L

[easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1299.

105909J

[Generate 01 String](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1300.

105909I

[Qabab*](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1301.

105909C

[At\(wq, s\)~!](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1302.

105909A

[hEvoCial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1303.

105909G

[Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1304.

105909I

[a tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1305.

105909F

[Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1306.

105909M

[Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1307.

105909D

[Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1308.

105909K

[UNO Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1309.

105909H

[What is all you need? · Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1310.

105883A

[Beautiful Substrings · Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1311.

105883I

[Two Squared Equals Four · Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1312.

105883K

[Boring Tree · Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1313.

105883L

[OR + AND · Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1314.

105883G

[Fatalerror: Implementation Failed](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1315.

105883J

[HDZ Explosion](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1316.

105883H

[Dilworth's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1317.

105883E

[Another GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1318.

105578G

[Guess the Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · PyPy 3 (first AC) · Tags: —

[Jlyfish's solution](#)

1319.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1320.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1321.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1322.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1323.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1324.

105833D

[Double String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1325.

105833L

[Last Goal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1326.

105833I

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

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1327.

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1328.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1329.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1330.

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1331.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1332.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1333.

105257B

[Expression Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1334.

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1335.

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1336.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1337.

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1338.

105257G

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

Rating: — · first AC: 2025-01-24 · last AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1339.

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1340.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · last AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1341.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1342.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1343.

105657M

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

Rating: — · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1344.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1345.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1346.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1347.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1348.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1349.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1350.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1351.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1352.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1353.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1354.

105481M

[vǎv00!](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1355.

105481K

[Siti+5a!](#)

Rating: — · first AC: 2025-01-16 · last AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1356.

105481D

[y7u5as!](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1357.

105481E

[OÄtof!](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1358.

105481G

[Tugéa](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1359.

105481L

[YUNHA N](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1360.

105481C

[Octin2ET](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1361.

105481J

[Opin](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1362.

105481B

[KORONG](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1363.

105481A

[rTnFWQx](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1364.

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1365.

105632G

[Same Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1366.

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1367.

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1368.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1369.

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1370.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1371.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1372.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1373.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1374.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1375.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1376.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1377.

105430B

[AUBREY](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1378.

105430A

[SUNNY](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1379.

105430E

[MARI](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1380.

105430G

[OMORI](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1381.

105430D

[KEL](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · Python 3 (first AC) · Tags: —

[Jlyfish's solution](#)

1382.

105408D

[Dance of Ferrets](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1383.

105408H

[Hidden Treasure of Arrayland](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1384.

105408J

[Just Deer Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1385.

105408E

[Expected Closest Friend](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1386.

105408I

[Impossible Octagon Filling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1387.

105408C

[Conner Reading Session](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1388.

105408G

[GCDland Mystical Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1389.

105408A

[AAEGLNU](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1390.

105408K

[Kitchen Closing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1391.

105408F

[Fair Toy Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1392.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1393.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1394.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1395.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · last AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1396.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1397.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1398.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1399.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1400.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1401.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1402.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1403.

103102I

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

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1404.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1405.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1406.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1407.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1408.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1409.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1410.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1411.

102992H

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

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1412.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1413.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · Python 3 (first AC) · Tags: —

[Jlyfish's solution](#)

1414.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1415.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1416.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1417.

105386F

[Collect the Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · last AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1418.

105386L

[Trails](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1419.

105386H

[Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1420.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1421.

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1422.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1423.

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1424.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1425.

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1426.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1427.

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1428.

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1429.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1430.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1431.

105327L

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

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1432.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1433.

105385M

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

Rating: — · first AC: 2024-09-30 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1434.

105385L

[Intersection of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1435.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Jlyfish's solution](#)

1436.

105383L

[Lexicopolis](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1437.

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1438.

105383E

[Efficient Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1439.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1440.

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1441.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1442.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1443.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1444.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1445.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1446.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1447.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1448.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[Jlyfish's solution](#)

1449.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Jlyfish's solution](#)

1450.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Jlyfish's solution](#)

1451.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1452.

105385J

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

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1453.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1454.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1455.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1456.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1457.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1458.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1459.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1460.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1461.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1462.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1463.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1464.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1465.

105336J

[b-Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1466.

105336G

[u-Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1467.

105336B

[Qx-Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1468.

105336C

[Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1469.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1470.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · PyPy 3 (first AC) · Tags: —

[Jlyfish's solution](#)

1471.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1472.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1473.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · PyPy 3 (first AC) · Tags: —

[Jlyfish's solution](#)

1474.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1475.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1476.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1477.

105231E

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

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1478.

105231I

[Neuville Circling](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1479.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1480.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1481.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1482.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1483.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1484.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1485.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1486.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1487.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1488.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · last AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1489.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · last AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1490.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · last AC: 2024-09-05 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1491.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · last AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1492.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1493.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1494.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1495.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1496.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1497.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1498.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1499.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1500.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1501.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1502.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1503.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1504.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · PyPy 3 (first AC) · Tags: —

[Jlyfish's solution](#)

1505.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1506.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1507.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1508.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1509.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1510.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1511.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1512.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1513.

105164D

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

Rating: — · first AC: 2024-08-28 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1514.

105164A

[Arrayland's Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1515.

105164K

[Knights In The Board](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1516.

105164B

[Bacterial Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1517.

105164J

[Journey To Stringland](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1518.

105164G

[Granitus Stone Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jlyfish's solution](#)

1519.

105164E

[Evaluating Linear Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1520.

105164C

[Chocolate Packing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1521.

105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1522.

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1523.

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1524.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1525.

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1526.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1527.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1528.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++23 (GCC 14-64, winlibs) (first AC) · Tags: —

[Jlyfish's solution](#)

1529.

105216H

[Hiring Candidates Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1530.

105216K

[K Happy Computers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1531.

105216J

[Japanese Samurai Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1532.

105216E

[Egotistical Command Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1533.

105216D

[Dueling Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1534.

105216C

[Cuckoo Synchronization](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1535.

105216L

[Lost Shoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1536.

105216F

[Fair Prize](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1537.

105216G

[Graphoria's Villages Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1538.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1539.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1540.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1541.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1542.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1543.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1544.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1545.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1546.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1547.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1548.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1549.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1550.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1551.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1552.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1553.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1554.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1555.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1556.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1557.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1558.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1559.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1560.

105174J

[Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1561.

105174L

[Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1562.

105174F

[The MR6!](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1563.

105174C

[Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1564.

105174A

[Muefeq](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1565.

105174M

[wǒjǐnǐb](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1566.

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1567.

105158C

[NCCUAN %o•bSkO•I](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1568.

105158H

[Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1569.

105158K

[Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1570.

105158L

[Toxel N PCPC-III Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1571.

105158J

[c'RN Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1572.

105158M

[g'HT Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1573.

105158F

[OtyAW&N2](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1574.

105158B

[bk-Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1575.

104363C

[Compass · Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1576.

105069I

[Y'RQaYG•ù](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1577.

105069M

[gO.rn8b ÿ easyTversionÿ](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1578.

1050690

[TUNSA!%•vø{!](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1579.

105069F

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Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1580.

105069G

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Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1581.

105069E

[NÖvjap~Ä](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1582.

105069D

[We need more and more OR numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1583.

105069C

[There are many books and books](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1584.

105139I

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1585.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1586.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1587.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Jlyfish's solution](#)

1588.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · last AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1589.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1590.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1591.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1592.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1593.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1594.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1595.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1596.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1597.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1598.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1599.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1600.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1601.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1602.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1603.

104725H

[W&N2n8b](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1604.

104725G

[77upfSihiüb](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1605.

104725L

[Q1b0r8b](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1606.

104725F

[gTnSG\[P^R](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1607.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1608.

104725A

[u7w1a1eQ•N](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1609.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

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

[Jlyfish's solution](#)

1610.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1611.

104373E

[Pass the Ball!](#) · [Tutorial](#)

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

[Jlyfish's solution](#)

1612.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

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

[Jlyfish's solution](#)

1613.

103119L

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

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

[Jlyfish's solution](#)

1614.

104385B

[Wonderful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · GNU C11 (first AC) · Tags: —

[Jlyfish's solution](#)

1615.

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1616.

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1617.

104385I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1618.

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1619.

104385J

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1620.

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · last AC: 2023-10-16 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1621.

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1622.

102890A

[Acing the contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1623.

102890E

[End of the year bonus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1624.

102890G

[Gold Fever](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1625.

102890H

[How to Work Less to Pass a Programming Course in Planet E-13](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1626.

102890M

[Mathematics society problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1627.

102890K

[K contestants](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1628.

102890D

[Debugging the network](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1629.

102890L

[Let's count words](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1630.

102890I

[Is this the best deal?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1631.

102890C

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

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1632.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1633.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1634.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1635.

104611E

[ytree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1636.

104611I

[hard math](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1637.

104611K

[kOnjra](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1638.

104611F

[wOnaf](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1639.

104611B

[square game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1640.

104611A

[AutA213](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1641.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1642.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1643.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1644.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1645.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1646.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1647.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1648.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1649.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1650.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1651.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1652.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1653.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1654.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1655.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1656.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1657.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1658.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1659.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1660.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1661.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1662.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1663.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1664.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1665.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1666.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1667.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1668.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1669.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1670.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1671.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1672.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1673.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1674.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1675.

104021N

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

Rating: — · first AC: 2023-09-14 · PHP (first AC) · Tags: —

[Jlyfish's solution](#)

1676.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · last AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1677.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1678.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1679.

104396J

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

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1680.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1681.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1682.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1683.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1684.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1685.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1686.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1687.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1688.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1689.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1690.

104479H

[Highest Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1691.

104479L

[Lying Faces](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1692.

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1693.

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1694.

104479G

[Guessing by Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1695.

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1696.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1697.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1698.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1699.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1700.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1701.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1702.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1703.

104369A

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

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1704.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1705.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1706.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1707.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1708.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1709.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1710.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1711.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1712.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1713.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1714.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1715.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1716.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1717.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1718.

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1719.

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · last AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1720.

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1721.

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1722.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1723.

104459M

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1724.

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1725.

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1726.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1727.

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1728.

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1729.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1730.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1731.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1732.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1733.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1734.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1735.

103443D

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

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1736.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1737.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1738.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1739.

104377B

[g TUNIP <](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1740.

104377A

[Tutorial TCE](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1741.

104355H

[W4&n8b](#)

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1742.

104355M

[e 3j\[Pa\]](#)

Rating: — · first AC: 2023-05-15 · last AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1743.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1744.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1745.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1746.

104337H

[Binary Craziness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1747.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1748.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1749.

104337M

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

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1750.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · last AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1751.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1752.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1753.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1754.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1755.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1756.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1757.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1758.

104270M

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

Rating: — · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1759.

104303E

[UNWep](#) [W]

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1760.

104303D

["•"YIBTC](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1761.

104303F

["jUNa"•@Nö...cye6](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1762.

104303J

[~Äutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1763.

104303H

[b r1XTU](#) tutorial

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1764.

104303C

[NOCRAfM](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1765.

104303B

[qTjebSyh](#)

Rating: — · first AC: 2023-04-10 · last AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1766.

104303A

[{~R0Urfial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1767.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1768.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1769.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1770.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1771.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1772.

102821J

[Jump on Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1773.

102821A

[Autochess](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1774.

102821I

[Inventory](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1775.

102821H

[Hack a Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1776.

102821B

[Bin Packing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1777.

102800J

[Situation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1778.

102800G

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1779.

102800E

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

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1780.

102800A

[Chord](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1781.

102800C

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1782.

102800L

[Swimmer](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1783.

102800B

[Problem Select](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1784.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · last AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1785.

103055F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1786.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1787.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1788.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1789.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1790.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1791.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1792.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1793.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1794.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1795.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1796.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1797.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1798.

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1799.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1800.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1801.

104172L

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

Rating: — · first AC: 2023-02-19 · last AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1802.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1803.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1804.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1805.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1806.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1807.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1808.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1809.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1810.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1811.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1812.

103186F

[Z!Távja!P^ Nä](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1813.

103186B

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Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1814.

103186D

[Zztrans v, Tsioš! qg](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1815.

103186K

[Alice and Bob-2](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1816.

103186H

[Z!Távja!Ais~šv](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1817.

103186J

[Alice and Bob-1](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1818.

103186E

[Zztrans v, Tsioš!](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1819.

103186G

[Z!Távja!ÖPİ](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1820.

103186C

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Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1821.

103186A

[\ A. Tuppa b °](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1822.

104095J

[NOE UR6N 0 ^se¹TCE](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1823.

104095F

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Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1824.

104095K

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Rating: — · first AC: 2023-02-15 · last AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1825.

104095I

[Y *S pp,](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1826.

104095C

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Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1827.

104095E

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Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1828.

104095B

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Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1829.

104095A

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Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1830.

102803C

[Cornelia Street - Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1831.

102803B

[Bills of Paradise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · last AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1832.

102803L

[Let's Get Married](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1833.

102803K

[Keeping A Secret](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1834.

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1835.

102803G

[Goodbye](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1836.

102803A

[August](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1837.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1838.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1839.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1840.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1841.

104128I

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

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1842.

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1843.

103107H

[Hack DSU!](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1844.

103107F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1845.

103107J

[JOJO's Factory](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1846.

103107D

[Doin' Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1847.

103107K

[Keep Eating](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1848.

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1849.

103486I

[Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1850.

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1851.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1852.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1853.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1854.

103486B

[Arithmetic Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1855.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1856.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · last AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1857.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1858.

103061C

[hivalric Blossom](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1859.

103061D

[andelion Knight](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1860.

103061A

[stral Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1861.

103061E

[clipsing Star](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1862.

103061F

[leeing Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1863.

103061J

[uvenile Galant](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1864.

103061I

[cy Resurrection](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jlyfish's solution](#)

1865.

103061N

[anikore](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jlyfish's solution](#)

1866.

103061B

[lazing Riff](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jlyfish's solution](#)

1867.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jlyfish's solution](#)

1868.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jlyfish's solution](#)

1869.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jlyfish's solution](#)

1870.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[Jlyfish's solution](#)

1871.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[Jlyfish's solution](#)

1872.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jlyfish's solution](#)

1873.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jlyfish's solution](#)

1874.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1875.

104022J

[Let's Play Jigsaw Puzzles! · Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1876.

104022A

[Best Player · Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1877.

102452D

[Defining Labels · Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1878.

102452G

[Game Design · Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1879.

102452B

[Binary Tree · Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1880.

103366G

[Magic Number Group · Tutorial](#)

Rating: — · first AC: 2023-01-10 · last AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1881.

103366F

[Four Column Hanoi Tower · Tutorial](#)

Rating: — · first AC: 2023-01-10 · PyPy 3-64 (first AC) · Tags: —

[Jlyfish's solution](#)

1882.

103366A

[Mio visits ACGN Exhibition · Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1883.

103366H

[Hearthstone So Easy · Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1884.

103366J

[LRU · Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1885.

103366B

[Continued Fraction · Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1886.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jlyfish's solution](#)

1887.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1888.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1889.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1890.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1891.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1892.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1893.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1894.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1895.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1896.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1897.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1898.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1899.

104081H

[cDutaryNKeÅ](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1900.

104081I

[Tutubial](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1901.

104081G

[cTubSSa](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1902.

104081E

[wã06Eal](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1903.

104081C

[mKufifal](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1904.

104081A

[Qierja](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1905.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1906.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1907.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1908.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1909.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1910.

103941H

[Euler's](#)

Rating: — · first AC: 2022-11-13 · last AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1911.

103941F

[AETONKTC](#)

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1912.

103941G

[Mocha N Ytsidf](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1913.

103941E

[Serval v. Dósa](#)

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1914.

103941A

[Mocha N TsUH](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1915.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1916.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1917.

103931E

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

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1918.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1919.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1920.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1921.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1922.

103447B

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

Rating: — · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1923.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1924.

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1925.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1926.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1927.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1928.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1929.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1930.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1931.

103446D

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

Rating: — · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1932.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1933.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1934.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1935.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1936.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1937.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1938.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1939.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1940.

103729B

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

Rating: — · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1941.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jlyfish's solution](#)

1942.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · Java 8 (first AC) · Tags: —

[Jlyfish's solution](#)

1943.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-29 · Java 8 (first AC) · Tags: brute force, implementation

[Jlyfish's solution](#)