

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

<https://cfelitetracker.vercel.app>

Unique solved — Jrke

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

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

Filters: none

Count: 1,073

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: [implementation](#), [math](#)

[Jrke's solution](#)

2.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,571 global accepts · Rating: 800 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: [greedy](#)

[Jrke's solution](#)

3.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,764 global accepts · Rating: 800 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: [brute force](#), [implementation](#)

[Jrke's solution](#)

4.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2026-03-13 · PyPy 3-64 (first AC) · Tags: [implementation](#)

[Jrke's solution](#)

5.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,871 global accepts · Rating: 800 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: [binary search](#), [brute force](#), [expression parsing](#), [math](#), [schedules](#)

[Jrke's solution](#)

6.

2189A

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

Quality: 24,378 global accepts · Rating: 800 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: [greedy](#), [implementation](#)

[Jrke's solution](#)

7.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2026-01-19 · PyPy 3-64 (first AC) · Tags: [implementation](#)

[Jrke's solution](#)

8.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,729 global accepts · Rating: 800 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: [greedy](#)

[Jrke's solution](#)

9.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,120 global accepts · Rating: 800 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: [constructive algorithms](#), [math](#)

[Jrke's solution](#)

10.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,581 global accepts · Rating: 800 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: greedy, strings

[Jrke's solution](#)

11.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,565 global accepts · Rating: 800 · first AC: 2025-11-27 · PyPy 3-64 (first AC) · Tags: implementation

[Jrke's solution](#)

12.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Jrke's solution](#)

13.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,257 global accepts · Rating: 800 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: brute force, math

[Jrke's solution](#)

14.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: games, greedy, implementation, math

[Jrke's solution](#)

15.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2025-10-13 · last AC: 2025-10-13 · PyPy 3-64 (first AC) · Tags: brute force, math

[Jrke's solution](#)

16.

2146A

[Equal Occurrences](#) · [Tutorial](#)

Quality: 21,842 global accepts · Rating: 800 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[Jrke's solution](#)

17.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,646 global accepts · Rating: 800 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

18.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,704 global accepts · Rating: 800 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: brute force, two pointers

[Jrke's solution](#)

19.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Jrke's solution](#)

20.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,058 global accepts · Rating: 800 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: geometry

[Jrke's solution](#)

21.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,447 global accepts · Rating: 800 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: brute force, hashing, math

[Jrke's solution](#)

22.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,265 global accepts · Rating: 800 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Jrke's solution](#)

23.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: greedy

[Jrke's solution](#)

24.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

25.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,569 global accepts · Rating: 800 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[Jrke's solution](#)

26.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,875 global accepts · Rating: 800 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: math

[Jrke's solution](#)

27.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Jrke's solution](#)

28.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,534 global accepts · Rating: 800 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

29.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Jrke's solution](#)

30.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,707 global accepts · Rating: 800 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Jrke's solution](#)

31.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,109 global accepts · Rating: 800 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[Jrke's solution](#)

32.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,219 global accepts · Rating: 800 · first AC: 2025-07-19 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

33.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: greedy

[Jrke's solution](#)

34.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: math

[Jrke's solution](#)

35.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: implementation, math

[Jrke's solution](#)

36.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,512 global accepts · Rating: 800 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

37.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

38.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Jrke's solution](#)

39.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-05-31 · PyPy 3-64 (first AC) · Tags: games, greedy

[Jrke's solution](#)

40.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,217 global accepts · Rating: 800 · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[Jrke's solution](#)

41.

2110A

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

Quality: 29,843 global accepts · Rating: 800 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Jrke's solution](#)

42.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: greedy, number theory

[Jrke's solution](#)

43.

2108A

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

Quality: 22,152 global accepts · Rating: 800 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, math

[Jrke's solution](#)

44.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2025-04-30 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, sortings

[Jrke's solution](#)

45.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-29 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Jrke's solution](#)

46.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: math

[Jrke's solution](#)

47.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,363 global accepts · Rating: 800 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: brute force, math

[Jrke's solution](#)

48.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

49.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Jrke's solution](#)

50.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 800 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: math

[Jrke's solution](#)

51.

2092A

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

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory, sortings

[Jrke's solution](#)

52.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,709 global accepts · Rating: 800 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings

[Jrke's solution](#)

53.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,028 global accepts · Rating: 800 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: greedy, strings

[Jrke's solution](#)

54.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 800 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: implementation, math

[Jrke's solution](#)

55.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

56.

2071A

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

Quality: 27,842 global accepts · Rating: 800 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: math, number theory

[Jrke's solution](#)

57.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Jrke's solution](#)

58.

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: graph matchings, greedy

[Jrke's solution](#)

59.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,696 global accepts · Rating: 800 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[Jrke's solution](#)

60.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,085 global accepts · Rating: 800 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: strings

[Jrke's solution](#)

61.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,647 global accepts · Rating: 800 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Jrke's solution](#)

62.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2025-02-01 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy

[Jrke's solution](#)

63.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

[Jrke's solution](#)

64.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: math, number theory

[Jrke's solution](#)

65.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: math

[Jrke's solution](#)

66.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: brute force

[Jrke's solution](#)

67.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Jrke's solution](#)

68.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,390 global accepts · Rating: 800 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[Jrke's solution](#)

69.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, math

[Jrke's solution](#)

70.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Jrke's solution](#)

71.

1899A

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

Quality: 92,826 global accepts · Rating: 800 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[Jrke's solution](#)

72.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: dp, geometry, greedy, math

[Jrke's solution](#)

73.

2043A

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

Quality: 26,990 global accepts · Rating: 800 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: brute force, math

[Jrke's solution](#)

74.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,771 global accepts · Rating: 800 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: binary search, math

[Jrke's solution](#)

75.

2051A

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

Quality: 35,182 global accepts · Rating: 800 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: greedy

[Jrke's solution](#)

76.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Jrke's solution](#)

77.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math, number theory

[Jrke's solution](#)

78.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

79.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Jrke's solution](#)

80.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,237 global accepts · Rating: 800 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: brute force, math

[Jrke's solution](#)

81.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,571 global accepts · Rating: 800 · first AC: 2024-12-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

[Jrke's solution](#)

82.

1831A

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

Quality: 46,324 global accepts · Rating: 800 · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Jrke's solution](#)

83.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: games, math

[Jrke's solution](#)

84.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: implementation, math

[Jrke's solution](#)

85.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Jrke's solution](#)

86.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, math,

number theory

[Jrke's solution](#)

87.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,485 global accepts · Rating: 800 · first AC: 2024-11-26 · Python 3 (first AC) · Tags: binary search, brute force, math

[Jrke's solution](#)

88.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,959 global accepts · Rating: 800 · first AC: 2024-11-26 · Python 3 (first AC) · Tags: brute force, math, strings

[Jrke's solution](#)

89.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,799 global accepts · Rating: 800 · first AC: 2024-11-26 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Jrke's solution](#)

90.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-11-25 · PyPy 3-64 (first AC) · Tags: math

[Jrke's solution](#)

91.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-11-25 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Jrke's solution](#)

92.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[Jrke's solution](#)

93.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Jrke's solution](#)

94.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: implementation

[Jrke's solution](#)

95.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Jrke's solution](#)

96.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: implementation

[Jrke's solution](#)

97.

2031A

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

Quality: 20,950 global accepts · Rating: 800 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

[Jrke's solution](#)

98.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

99.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, ternary search

[Jrke's solution](#)

100.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[Jrke's solution](#)

101.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-04 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Jrke's solution](#)

102.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: implementation

[Jrke's solution](#)

103.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[Jrke's solution](#)

104.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: implementation, math

[Jrke's solution](#)

105.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: geometry, implementation, math

[Jrke's solution](#)

106.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Jrke's solution](#)

107.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,165 global accepts · Rating: 800 · first AC: 2024-10-24 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[Jrke's solution](#)

108.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · Python 3 (first AC) · Tags: greedy, math

[Jrke's solution](#)

109.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · Python 3 (first AC) · Tags: binary search, greedy, strings, two pointers

[Jrke's solution](#)

110.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,239 global accepts · Rating: 800 · first AC: 2024-10-13 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Jrke's solution](#)

111.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-08 · Python 3 (first AC) · Tags: data structures, greedy, math, sortings

[Jrke's solution](#)

112.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-10-02 · Python 3 (first AC) · Tags: greedy, implementation

[Jrke's solution](#)

113.

2020A

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

Quality: 25,945 global accepts · Rating: 800 · first AC: 2024-09-29 · Python 3 (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Jrke's solution](#)

114.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · Python 3 (first AC) · Tags: constructive algorithms, math

[Jrke's solution](#)

115.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · Python 3 (first AC) · Tags: brute force, implementation

[Jrke's solution](#)

116.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,985 global accepts · Rating: 800 · first AC: 2024-09-03 · Python 3 (first AC) · Tags: brute force, math

[Jrke's solution](#)

117.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-08-30 · Python 3 (first AC) · Tags: greedy, math, number theory

[Jrke's solution](#)

118.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,719 global accepts · Rating: 800 · first AC: 2024-08-30 · Python 3 (first AC) · Tags: brute force, implementation, math

[Jrke's solution](#)

119.

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-08-30 · Python 3 (first AC) · Tags: brute force, implementation, math

[Jrke's solution](#)

120.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · Python 3 (first AC) · Tags: constructive algorithms

[Jrke's solution](#)

121.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · Python 3 (first AC) · Tags: greedy, implementation

[Jrke's solution](#)

122.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-17 · Python 3 (first AC) · Tags: greedy, implementation

[Jrke's solution](#)

123.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · Python 3 (first AC) · Tags: implementation, math

[Jrke's solution](#)

124.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,617 global accepts · Rating: 800 · first AC: 2024-08-13 · Python 3 (first AC) · Tags: two pointers

[Jrke's solution](#)

125.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 800 · first AC: 2024-08-13 · Python 3 (first AC) · Tags: implementation, math, strings

[Jrke's solution](#)

126.

2002A

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

Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-11 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[Jrke's solution](#)

127.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,650 global accepts · Rating: 800 · first AC: 2024-08-06 · Python 3 (first AC) · Tags: greedy, implementation

[Jrke's solution](#)

128.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,963 global accepts · Rating: 800 · first AC: 2024-08-06 · Python 3 (first AC) · Tags: implementation, math

[Jrke's solution](#)

129.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · Python 3 (first AC) · Tags: brute force, implementation, strings

[Jrke's solution](#)

130.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-07-29 · Python 3 (first AC) · Tags: implementation

[Jrke's solution](#)

131.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · Python 3 (first AC) · Tags: greedy, implementation

[Jrke's solution](#)

132.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,916 global accepts · Rating: 800 · first AC: 2024-07-26 · Python 3 (first AC) · Tags: greedy, implementation

[Jrke's solution](#)

133.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · Python 3 (first AC) · Tags: binary search, math, ternary search

[Jrke's solution](#)

134.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,990 global accepts · Rating: 800 · first AC: 2024-07-25 · Python 3 (first AC) · Tags: brute force, geometry, math, sortings

[Jrke's solution](#)

135.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math

[Jrke's solution](#)

136.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 800 · first AC: 2024-07-23 · Python 3 (first AC) · Tags: greedy, math, sortings

[Jrke's solution](#)

137.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,262 global accepts · Rating: 800 · first AC: 2024-07-23 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Jrke's solution](#)

138.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 29,004 global accepts · Rating: 900 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Jrke's solution](#)

139.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,906 global accepts · Rating: 900 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: implementation, math

[Jrke's solution](#)

140.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,112 global accepts · Rating: 900 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: math

[Jrke's solution](#)

141.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,062 global accepts · Rating: 900 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Jrke's solution](#)

142.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,349 global accepts · Rating: 900 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

143.

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Jrke's solution](#)

144.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 900 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: math, number theory

[Jrke's solution](#)

145.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,506 global accepts · Rating: 900 · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

146.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 900 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: strings

[Jrke's solution](#)

147.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Jrke's solution](#)

148.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,551 global accepts · Rating: 900 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[Jrke's solution](#)

149.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, strings

[Jrke's solution](#)

150.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

151.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings, two pointers

[Jrke's solution](#)

152.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

153.

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, greedy, strings

[Jrke's solution](#)

154.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: games, greedy

[Jrke's solution](#)

155.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Jrke's solution](#)

156.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[Jrke's solution](#)

157.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Jrke's solution](#)

158.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Jrke's solution](#)

159.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy

[Jrke's solution](#)

160.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,254 global accepts · Rating: 900 · first AC: 2024-09-20 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[Jrke's solution](#)

161.

115A

[Party](#) · [Tutorial](#)

Quality: 43,368 global accepts · Rating: 900 · first AC: 2024-09-19 · last AC: 2024-09-19 · Python 3 (first AC) · Tags: dfs and similar, graphs, trees

[Jrke's solution](#)

162.

2005A

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

Quality: 26,254 global accepts · Rating: 900 · first AC: 2024-09-14 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Jrke's solution](#)

163.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,612 global accepts · Rating: 900 · first AC: 2024-08-30 · Python 3 (first AC) · Tags: data structures, greedy

[Jrke's solution](#)

164.

1992C

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

Quality: 33,274 global accepts · Rating: 900 · first AC: 2024-07-23 · Python 3 (first AC) · Tags: constructive algorithms, math

[Jrke's solution](#)

165.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-07-22 · Python 3 (first AC) · Tags: brute force, games, greedy, sortings

[Jrke's solution](#)

166.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,419 global accepts · Rating: 1000 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: math, number theory

[Jrke's solution](#)

167.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Jrke's solution](#)

168.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2026-01-19 · PyPy 3-64 (first AC) · Tags: strings

[Jrke's solution](#)

169.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2026-01-13 · last AC: 2026-01-13 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Jrke's solution](#)

170.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2026-01-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Jrke's solution](#)

171.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[Jrke's solution](#)

172.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,849 global accepts · Rating: 1000 · first AC: 2026-01-13 · PyPy 3 (first AC) · Tags: implementation, strings

[Jrke's solution](#)

173.

1506C

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

Quality: 35,644 global accepts · Rating: 1000 · first AC: 2026-01-13 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[Jrke's solution](#)

174.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1000 · first AC: 2026-01-13 · PyPy 3 (first AC) · Tags: implementation, math

[Jrke's solution](#)

175.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,118 global accepts · Rating: 1000 · first AC: 2026-01-13 · PyPy 3 (first AC) · Tags: greedy

[Jrke's solution](#)

176.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,462 global accepts · Rating: 1000 · first AC: 2026-01-13 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

177.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,987 global accepts · Rating: 1000 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Jrke's solution](#)

178.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[Jrke's solution](#)

179.

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

180.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,757 global accepts · Rating: 1000 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[Jrke's solution](#)

181.

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures

[Jrke's solution](#)

182.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Jrke's solution](#)

183.

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

[Jrke's solution](#)

184.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Jrke's solution](#)

185.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,824 global accepts · Rating: 1000 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Jrke's solution](#)

186.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

187.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1000 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation

[Jrke's solution](#)

188.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1000 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Jrke's solution](#)

189.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Jrke's solution](#)

190.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[Jrke's solution](#)

191.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Jrke's solution](#)

192.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[Jrke's solution](#)

193.

584A

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

Quality: 52,620 global accepts · Rating: 1000 · first AC: 2024-12-13 · PyPy 3-64 (first AC) · Tags: math

[Jrke's solution](#)

194.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

195.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,108 global accepts · Rating: 1000 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Jrke's solution](#)

196.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, two pointers

[Jrke's solution](#)

197.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Jrke's solution](#)

198.

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Jrke's solution](#)

199.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,951 global accepts · Rating: 1000 · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: bitmasks

[Jrke's solution](#)

200.

2005B1

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

Quality: 24,753 global accepts · Rating: 1000 · first AC: 2024-09-14 · Python 3 (first AC) · Tags: greedy, math, sortings

[Jrke's solution](#)

201.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-23 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory

[Jrke's solution](#)

202.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · Python 3 (first AC) · Tags: brute force, greedy

[Jrke's solution](#)

203.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · Python 3 (first AC) · Tags: constructive algorithms, games

[Jrke's solution](#)

204.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,752 global accepts · Rating: 1000 · first AC: 2024-08-06 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation

[Jrke's solution](#)

205.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-07-25 · Python 3 (first AC) · Tags: brute force, data structures, greedy, sortings

[Jrke's solution](#)

206.

2211B

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

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Jrke's solution](#)

207.

2197B

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

Quality: 15,906 global accepts · Rating: 1100 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: implementation, schedules, sortings, two pointers

[Jrke's solution](#)

208.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,410 global accepts · Rating: 1100 · first AC: 2026-02-06 · PyPy 3-64 (first AC) · Tags: math

[Jrke's solution](#)

209.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,696 global accepts · Rating: 1100 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, two pointers

[Jrke's solution](#)

210.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 1100 · first AC: 2026-01-13 · PyPy 3 (first AC) · Tags: data structures, dsu, strings

[Jrke's solution](#)

211.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2026-01-13 · PyPy 3 (first AC) · Tags: math

[Jrke's solution](#)

212.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2026-01-13 · PyPy 3 (first AC) · Tags: implementation, math

[Jrke's solution](#)

213.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,558 global accepts · Rating: 1100 · first AC: 2026-01-13 · PyPy 3 (first AC) · Tags: math

[Jrke's solution](#)

214.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,246 global accepts · Rating: 1100 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy

[Jrke's solution](#)

215.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,111 global accepts · Rating: 1100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Jrke's solution](#)

216.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Jrke's solution](#)

217.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Jrke's solution](#)

218.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Jrke's solution](#)

219.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,757 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Jrke's solution](#)

220.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Jrke's solution](#)

221.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

222.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Jrke's solution](#)

223.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[Jrke's solution](#)

224.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math

[Jrke's solution](#)

225.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: games, greedy, math

[Jrke's solution](#)

226.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-29 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

227.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Jrke's solution](#)

228.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Jrke's solution](#)

229.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Jrke's solution](#)

230.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[Jrke's solution](#)

231.

368B

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

Quality: 49,909 global accepts · Rating: 1100 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Jrke's solution](#)

232.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Jrke's solution](#)

233.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy

[Jrke's solution](#)

234.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Jrke's solution](#)

235.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: binary search, geometry

[Jrke's solution](#)

236.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: greedy

[Jrke's solution](#)

237.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

238.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: math, number theory

[Jrke's solution](#)

239.

1820B

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

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2024-12-17 · PyPy 3-64 (first AC) · Tags: math, strings, two pointers

[Jrke's solution](#)

240.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2024-12-16 · last AC: 2024-12-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Jrke's solution](#)

241.

1966B

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

Quality: 17,214 global accepts · Rating: 1100 · first AC: 2024-12-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[Jrke's solution](#)

242.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 1100 · first AC: 2024-11-26 · Python 3 (first AC) · Tags: dp, dsu, graphs, math

[Jrke's solution](#)

243.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,462 global accepts · Rating: 1100 · first AC: 2024-11-25 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[Jrke's solution](#)

244.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, strings

[Jrke's solution](#)

245.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1100 · first AC: 2024-11-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[Jrke's solution](#)

246.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Jrke's solution](#)

247.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Jrke's solution](#)

248.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Jrke's solution](#)

249.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · Python 3 (first AC) · Tags: binary search, constructive algorithms, sortings

[Jrke's solution](#)

250.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-20 · Python 3 (first AC) · Tags: brute force, games, greedy

[Jrke's solution](#)

251.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · Python 3 (first AC) · Tags: combinatorics, dp, math

[Jrke's solution](#)

252.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-03 · Python 3 (first AC) · Tags: implementation, math

[Jrke's solution](#)

253.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-17 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

254.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · Python 3 (first AC) · Tags: games, greedy, sortings

[Jrke's solution](#)

255.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[Jrke's solution](#)

256.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · Python 3 (first AC) · Tags: constructive algorithms, two pointers

[Jrke's solution](#)

257.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Jrke's solution](#)

258.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-07-25 · Python 3 (first AC) · Tags: data structures, greedy, sortings

[Jrke's solution](#)

259.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-24 · Python 3 (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Jrke's solution](#)

260.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,842 global accepts · Rating: 1200 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: games, math

[Jrke's solution](#)

261.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Jrke's solution](#)

262.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Jrke's solution](#)

263.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Jrke's solution](#)

264.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-27 · PyPy 3-64 (first AC) · Tags: implementation

[Jrke's solution](#)

265.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Jrke's solution](#)

266.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, two pointers

[Jrke's solution](#)

267.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, implementation, sortings

[Jrke's solution](#)

268.

2135A

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

Quality: 18,361 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Jrke's solution](#)

269.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,693 global accepts · Rating: 1200 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation
[Jrke's solution](#)

270.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1200 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[Jrke's solution](#)

271.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1200 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
[Jrke's solution](#)

272.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,627 global accepts · Rating: 1200 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[Jrke's solution](#)

273.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[Jrke's solution](#)

274.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[Jrke's solution](#)

275.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory
[Jrke's solution](#)

276.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[Jrke's solution](#)

277.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,500 global accepts · Rating: 1200 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
[Jrke's solution](#)

278.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1200 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
[Jrke's solution](#)

279.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,578 global accepts · Rating: 1200 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Jrke's solution](#)

280.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, sortings
[Jrke's solution](#)

281.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,632 global accepts · Rating: 1200 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[Jrke's solution](#)

282.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2025-02-06 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers
[Jrke's solution](#)

283.

1734C

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

Quality: 28,645 global accepts · Rating: 1200 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Jrke's solution](#)

284.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: brute force, math
[Jrke's solution](#)

285.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math
[Jrke's solution](#)

286.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy
[Jrke's solution](#)

287.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[Jrke's solution](#)

288.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings
[Jrke's solution](#)

289.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[Jrke's solution](#)

290.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

[Jrke's solution](#)

291.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: math, number theory

[Jrke's solution](#)

292.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Jrke's solution](#)

293.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-10-11 · Python 3 (first AC) · Tags: brute force, greedy, math, number theory

[Jrke's solution](#)

294.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-08 · Python 3 (first AC) · Tags: brute force, greedy, math, number theory

[Jrke's solution](#)

295.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · Python 3 (first AC) · Tags: binary search, math

[Jrke's solution](#)

296.

2005B2

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

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · Python 3 (first AC) · Tags: binary search, greedy, math, sortings

[Jrke's solution](#)

297.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-28 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Jrke's solution](#)

298.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1200 · first AC: 2024-08-13 · Python 3 (first AC) · Tags: greedy, implementation, two pointers

[Jrke's solution](#)

299.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · Python 3 (first AC) · Tags: brute force, geometry, greedy, math

[Jrke's solution](#)

300.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-29 · Python 3 (first AC) · Tags: brute force, greedy, strings

[Jrke's solution](#)

301.

2211C1

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

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Jrke's solution](#)

302.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,904 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Jrke's solution](#)

303.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,817 global accepts · Rating: 1300 · first AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: binary search, math

[Jrke's solution](#)

304.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · last AC: 2026-02-04 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[Jrke's solution](#)

305.

2187A

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

Quality: 15,879 global accepts · Rating: 1300 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Jrke's solution](#)

306.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[Jrke's solution](#)

307.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2026-01-19 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Jrke's solution](#)

308.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[Jrke's solution](#)

309.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1300 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Jrke's solution](#)

310.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

311.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, two pointers

[Jrke's solution](#)

312.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Jrke's solution](#)

313.

2146C

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

Quality: 13,313 global accepts · Rating: 1300 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms

[Jrke's solution](#)

314.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Jrke's solution](#)

315.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Jrke's solution](#)

316.

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy

[Jrke's solution](#)

317.

2130C

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

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Jrke's solution](#)

318.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Jrke's solution](#)

319.

2118C

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

Quality: 18,482 global accepts · Rating: 1300 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, greedy, math

[Jrke's solution](#)

320.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-05-31 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Jrke's solution](#)

321.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Jrke's solution](#)

322.

2108B

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

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Jrke's solution](#)

323.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2025-04-23 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Jrke's solution](#)

324.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,350 global accepts · Rating: 1300 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, two pointers

[Jrke's solution](#)

325.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Jrke's solution](#)

326.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[Jrke's solution](#)

327.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

328.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[Jrke's solution](#)

329.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Jrke's solution](#)

330.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2025-02-08 · last AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, interactive

[Jrke's solution](#)

331.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Jrke's solution](#)

332.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Jrke's solution](#)

333.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1300 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Jrke's solution](#)

334.

1820C

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

Rating: 1300 · first AC: 2024-12-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

335.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Jrke's solution](#)

336.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · last AC: 2024-12-13 · Python 3 (first AC) · Tags: data structures, dp, dsu, greedy, math

[Jrke's solution](#)

337.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · last AC: 2024-11-26 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Jrke's solution](#)

338.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · last AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Jrke's solution](#)

339.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Jrke's solution](#)

340.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,288 global accepts · Rating: 1300 · first AC: 2024-11-11 · last AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Jrke's solution](#)

341.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-11-08 · PyPy 3-64 (first AC) · Tags: dp, implementation, math

[Jrke's solution](#)

342.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation, matrices
[Jrke's solution](#)

343.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[Jrke's solution](#)

344.

2024C

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

Rating: 1300 · first AC: 2024-10-20 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings
[Jrke's solution](#)

345.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · Python 3 (first AC) · Tags: binary search, greedy, math
[Jrke's solution](#)

346.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2024-10-09 · Python 3 (first AC) · Tags: dp
[Jrke's solution](#)

347.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2024-10-09 · Python 3 (first AC) · Tags: brute force, dp
[Jrke's solution](#)

348.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-07 · Python 3 (first AC) · Tags: constructive algorithms, greedy
[Jrke's solution](#)

349.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,929 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[Jrke's solution](#)

350.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,101 global accepts · Rating: 1400 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings, two pointers
[Jrke's solution](#)

351.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
[Jrke's solution](#)

352.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Jrke's solution](#)

353.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[Jrke's solution](#)

354.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy

[Jrke's solution](#)

355.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2025-10-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Jrke's solution](#)

356.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Jrke's solution](#)

357.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,026 global accepts · Rating: 1400 · first AC: 2025-07-20 · PyPy 3-64 (first AC) · Tags: math, number theory

[Jrke's solution](#)

358.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,908 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

[Jrke's solution](#)

359.

2111D

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

Quality: 11,993 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Jrke's solution](#)

360.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Jrke's solution](#)

361.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Jrke's solution](#)

362.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,832 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

363.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[Jrke's solution](#)

364.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Jrke's solution](#)

365.

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2025-04-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Jrke's solution](#)

366.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2025-04-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation

[Jrke's solution](#)

367.

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

[Jrke's solution](#)

368.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2025-03-30 · last AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Jrke's solution](#)

369.

1883F

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

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Jrke's solution](#)

370.

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Jrke's solution](#)

371.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures

[Jrke's solution](#)

372.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,178 global accepts · Rating: 1400 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Jrke's solution](#)

373.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, math

[Jrke's solution](#)

374.

2067D

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

Rating: 1400 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, interactive

[Jrke's solution](#)

375.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Jrke's solution](#)

376.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Jrke's solution](#)

377.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[Jrke's solution](#)

378.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[Jrke's solution](#)

379.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-12-26 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, implementation, math

[Jrke's solution](#)

380.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-12-14 · PyPy 3-64 (first AC) · Tags: games, greedy

[Jrke's solution](#)

381.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,208 global accepts · Rating: 1400 · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Jrke's solution](#)

382.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Jrke's solution](#)

383.

2034C

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

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Jrke's solution](#)

384.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-11-27 · Python 3 (first AC) · Tags: brute force, data structures, greedy, sortings

[Jrke's solution](#)

385.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: games, greedy

[Jrke's solution](#)

386.

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Jrke's solution](#)

387.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: data structures, geometry, greedy, sortings

[Jrke's solution](#)

388.

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Jrke's solution](#)

389.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Jrke's solution](#)

390.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,670 global accepts · Rating: 1400 · first AC: 2024-10-30 · last AC: 2024-10-30 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[Jrke's solution](#)

391.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[Jrke's solution](#)

392.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · last AC: 2024-10-24 · Python 3 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Jrke's solution](#)

393.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · Python 3 (first AC) · Tags: dp, greedy, two pointers

[Jrke's solution](#)

394.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,875 global accepts · Rating: 1400 · first AC: 2024-10-10 · Python 3 (first AC) · Tags: dp

[Jrke's solution](#)

395.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2024-10-10 · Python 3 (first AC) · Tags: dp

[Jrke's solution](#)

396.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2024-10-09 · Python 3 (first AC) · Tags: dp

[Jrke's solution](#)

397.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2024-10-09 · Python 3 (first AC) · Tags: dp

[Jrke's solution](#)

398.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2024-10-09 · Python 3 (first AC) · Tags: dp

[Jrke's solution](#)

399.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · Python 3 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Jrke's solution](#)

400.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · Python 3 (first AC) · Tags: constructive algorithms, interactive, strings

[Jrke's solution](#)

401.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · Python 3 (first AC) · Tags: binary search, math, ternary search

[Jrke's solution](#)

402.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-17 · Python 3 (first AC) · Tags: implementation, math

[Jrke's solution](#)

403.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · Python 3 (first AC) · Tags: combinatorics, data structures, greedy, math
[Jrke's solution](#)

404.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-07-29 · Python 3 (first AC) · Tags: greedy, math
[Jrke's solution](#)

405.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-07-25 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
[Jrke's solution](#)

406.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers
[Jrke's solution](#)

407.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory
[Jrke's solution](#)

408.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[Jrke's solution](#)

409.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
[Jrke's solution](#)

410.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[Jrke's solution](#)

411.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: data structures, games, greedy
[Jrke's solution](#)

412.

2116C

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths
[Jrke's solution](#)

413.

2107C

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

Quality: 12,096 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

[Jrke's solution](#)

414.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,690 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

[Jrke's solution](#)

415.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers

[Jrke's solution](#)

416.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2025-04-22 · PyPy 3-64 (first AC) · Tags: binary search, implementation

[Jrke's solution](#)

417.

1676H2

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

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Jrke's solution](#)

418.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Jrke's solution](#)

419.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[Jrke's solution](#)

420.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Jrke's solution](#)

421.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Jrke's solution](#)

422.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,369 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[Jrke's solution](#)

423.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1500 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Jrke's solution](#)

424.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Jrke's solution](#)

425.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, greedy, math

[Jrke's solution](#)

426.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Jrke's solution](#)

427.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,511 global accepts · Rating: 1500 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Jrke's solution](#)

428.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2024-12-30 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[Jrke's solution](#)

429.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Jrke's solution](#)

430.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Jrke's solution](#)

431.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,023 global accepts · Rating: 1500 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Jrke's solution](#)

432.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, ternary search

[Jrke's solution](#)

433.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,671 global accepts · Rating: 1500 · first AC: 2024-12-13 · PyPy 3-64 (first AC) · Tags: combinatorics

[Jrke's solution](#)

434.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Jrke's solution](#)

435.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[Jrke's solution](#)

436.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Jrke's solution](#)

437.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,650 global accepts · Rating: 1500 · first AC: 2024-09-19 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Jrke's solution](#)

438.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,916 global accepts · Rating: 1500 · first AC: 2024-08-30 · Python 3 (first AC) · Tags: math, number theory

[Jrke's solution](#)

439.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: brute force, geometry

[Jrke's solution](#)

440.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1600 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Jrke's solution](#)

441.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: math, number theory

[Jrke's solution](#)

442.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,566 global accepts · Rating: 1600 · first AC: 2025-03-22 · last AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Jrke's solution](#)

443.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2026-02-06 · last AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Jrke's solution](#)

444.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2026-01-15 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms

[Jrke's solution](#)

445.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 1600 · first AC: 2026-01-15 · PyPy 3-64 (first AC) · Tags: brute force

[Jrke's solution](#)

446.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: games

[Jrke's solution](#)

447.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[Jrke's solution](#)

448.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Jrke's solution](#)

449.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[Jrke's solution](#)

450.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,174 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, sortings

[Jrke's solution](#)

451.

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Jrke's solution](#)

452.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Jrke's solution](#)

453.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Jrke's solution](#)

454.

1604D

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

Rating: 1600 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: math, number theory

[Jrke's solution](#)

455.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[Jrke's solution](#)

456.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2025-04-23 · last AC: 2025-04-23 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[Jrke's solution](#)

457.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings

[Jrke's solution](#)

458.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-04-23 · PyPy 3-64 (first AC) · Tags: binary search, ternary search

[Jrke's solution](#)

459.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2025-01-02 · last AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Jrke's solution](#)

460.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Jrke's solution](#)

461.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Jrke's solution](#)

462.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Jrke's solution](#)

463.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,595 global accepts · Rating: 1600 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Jrke's solution](#)

464.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,989 global accepts · Rating: 1600 · first AC: 2025-03-28 · PyPy 3-64 (first AC) · Tags: number theory

[Jrke's solution](#)

465.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,381 global accepts · Rating: 1600 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Jrke's solution](#)

466.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Jrke's solution](#)

467.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 1600 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[Jrke's solution](#)

468.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2025-02-05 · last AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Jrke's solution](#)

469.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Jrke's solution](#)

470.

2063C

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

Quality: 14,645 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

[Jrke's solution](#)

471.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Jrke's solution](#)

472.

2061D

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

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

[Jrke's solution](#)

473.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Jrke's solution](#)

474.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Jrke's solution](#)

475.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Jrke's solution](#)

476.

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Jrke's solution](#)

477.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Jrke's solution](#)

478.

2047D

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

Rating: 1600 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings

[Jrke's solution](#)

479.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Jrke's solution](#)

480.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers

[Jrke's solution](#)

481.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: dp, greedy, interactive, two pointers

[Jrke's solution](#)

482.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Jrke's solution](#)

483.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-08 · Python 3 (first AC) · Tags: greedy, implementation, math

[Jrke's solution](#)

484.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · last AC: 2024-08-15 · Python 3 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Jrke's solution](#)

485.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-07-26 · Python 3 (first AC) · Tags: combinatorics, data structures, implementation, math

[Jrke's solution](#)

486.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math

[Jrke's solution](#)

487.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,016 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[Jrke's solution](#)

488.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[Jrke's solution](#)

489.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,014 global accepts · Rating: 1700 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Jrke's solution](#)

490.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: dp, strings

[Jrke's solution](#)

491.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Jrke's solution](#)

492.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

[Jrke's solution](#)

493.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Jrke's solution](#)

494.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Jrke's solution](#)

495.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[Jrke's solution](#)

496.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Jrke's solution](#)

497.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Jrke's solution](#)

498.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,331 global accepts · Rating: 1700 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Jrke's solution](#)

499.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Jrke's solution](#)

500.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Jrke's solution](#)

501.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Jrke's solution](#)

502.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1700 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Jrke's solution](#)

503.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Jrke's solution](#)

504.

2118D1

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

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Jrke's solution](#)

505.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Jrke's solution](#)

506.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Jrke's solution](#)

507.

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

[Jrke's solution](#)

508.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Jrke's solution](#)

509.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Jrke's solution](#)

510.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Jrke's solution](#)

511.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Jrke's solution](#)

512.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,437 global accepts · Rating: 1700 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[Jrke's solution](#)

513.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,147 global accepts · Rating: 1700 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Jrke's solution](#)

514.

2090D

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

Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Jrke's solution](#)

515.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[Jrke's solution](#)

516.

2072F

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

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Jrke's solution](#)

517.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Jrke's solution](#)

518.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Jrke's solution](#)

519.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2025-02-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[Jrke's solution](#)

520.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2025-02-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Jrke's solution](#)

521.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Jrke's solution](#)

522.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Jrke's solution](#)

523.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2025-02-06 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Jrke's solution](#)

524.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2025-02-06 · last AC: 2025-02-06 · PyPy 3-64 (first AC) · Tags: dp

[Jrke's solution](#)

525.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Jrke's solution](#)

526.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Jrke's solution](#)

527.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Jrke's solution](#)

528.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Jrke's solution](#)

529.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Jrke's solution](#)

530.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2025-01-25 · last AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Jrke's solution](#)

531.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Jrke's solution](#)

532.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Jrke's solution](#)

533.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[Jrke's solution](#)

534.

2053D

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

Quality: 7,686 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

[Jrke's solution](#)

535.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1700 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Jrke's solution](#)

536.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,604 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Jrke's solution](#)

537.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Jrke's solution](#)

538.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,692 global accepts · Rating: 1700 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Jrke's solution](#)

539.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Jrke's solution](#)

540.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[Jrke's solution](#)

541.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: binary search, interactive, ternary search

[Jrke's solution](#)

542.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Jrke's solution](#)

543.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-07-25 · Python 3 (first AC) · Tags: greedy, math, number theory, sortings

[Jrke's solution](#)

544.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,761 global accepts · Rating: 1700 · first AC: 2024-07-23 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Jrke's solution](#)

545.

2211C2

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

Quality: 3,684 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Jrke's solution](#)

546.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Jrke's solution](#)

547.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Jrke's solution](#)

548.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Jrke's solution](#)

549.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,290 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Jrke's solution](#)

550.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,312 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Jrke's solution](#)

551.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1800 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, number theory

[Jrke's solution](#)

552.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Jrke's solution](#)

553.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,138 global accepts · Rating: 1800 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Jrke's solution](#)

554.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Jrke's solution](#)

555.

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2025-10-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Jrke's solution](#)

556.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Jrke's solution](#)

557.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Jrke's solution](#)

558.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2025-09-17 · last AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Jrke's solution](#)

559.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Jrke's solution](#)

560.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,597 global accepts · Rating: 1800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Jrke's solution](#)

561.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Jrke's solution](#)

562.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[Jrke's solution](#)

563.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Jrke's solution](#)

564.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths

[Jrke's solution](#)

565.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Jrke's solution](#)

566.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Jrke's solution](#)

567.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Jrke's solution](#)

568.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2025-04-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force

[Jrke's solution](#)

569.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, two pointers

[Jrke's solution](#)

570.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[Jrke's solution](#)

571.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, two pointers

[Jrke's solution](#)

572.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[Jrke's solution](#)

573.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Jrke's solution](#)

574.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, two pointers

[Jrke's solution](#)

575.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2025-03-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Jrke's solution](#)

576.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[Jrke's solution](#)

577.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Jrke's solution](#)

578.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Jrke's solution](#)

579.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Jrke's solution](#)

580.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Jrke's solution](#)

581.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Jrke's solution](#)

582.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,536 global accepts · Rating: 1800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Jrke's solution](#)

583.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Jrke's solution](#)

584.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2025-02-13 · last AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[Jrke's solution](#)

585.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings, two pointers
[Jrke's solution](#)

586.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory
[Jrke's solution](#)

587.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Jrke's solution](#)

588.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[Jrke's solution](#)

589.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,673 global accepts · Rating: 1800 · first AC: 2025-01-01 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory
[Jrke's solution](#)

590.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · last AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: brute force, flows, math, number theory
[Jrke's solution](#)

591.

1966D

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

Rating: 1800 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Jrke's solution](#)

592.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Jrke's solution](#)

593.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2024-12-09 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, math
[Jrke's solution](#)

594.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy

[Jrke's solution](#)

595.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,729 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Jrke's solution](#)

596.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

[Jrke's solution](#)

597.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,048 global accepts · Rating: 1800 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Jrke's solution](#)

598.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings, two pointers

[Jrke's solution](#)

599.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Jrke's solution](#)

600.

2035D

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

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Jrke's solution](#)

601.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Jrke's solution](#)

602.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Jrke's solution](#)

603.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,903 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Jrke's solution](#)

604.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Jrke's solution](#)

605.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Jrke's solution](#)

606.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Jrke's solution](#)

607.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Jrke's solution](#)

608.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[Jrke's solution](#)

609.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Jrke's solution](#)

610.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, number theory

[Jrke's solution](#)

611.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Jrke's solution](#)

612.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Jrke's solution](#)

613.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Jrke's solution](#)

614.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Jrke's solution](#)

615.

2130E1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[Jrke's solution](#)

616.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Jrke's solution](#)

617.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Jrke's solution](#)

618.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Jrke's solution](#)

619.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, strings

[Jrke's solution](#)

620.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Jrke's solution](#)

621.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,820 global accepts · Rating: 1900 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, sortings

[Jrke's solution](#)

622.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Jrke's solution](#)

623.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Jrke's solution](#)

624.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,724 global accepts · Rating: 1900 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[Jrke's solution](#)

625.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Jrke's solution](#)

626.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[Jrke's solution](#)

627.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1900 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[Jrke's solution](#)

628.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[Jrke's solution](#)

629.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Jrke's solution](#)

630.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Jrke's solution](#)

631.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Jrke's solution](#)

632.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,187 global accepts · Rating: 1900 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[Jrke's solution](#)

633.

1759G

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

Quality: 5,499 global accepts · Rating: 1900 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Jrke's solution](#)

634.

2090E1

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

Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, two pointers

[Jrke's solution](#)

635.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Jrke's solution](#)

636.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Jrke's solution](#)

637.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Jrke's solution](#)

638.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Jrke's solution](#)

639.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1900 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Jrke's solution](#)

640.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1900 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Jrke's solution](#)

641.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2025-03-18 · PyPy 3-64 (first AC) · Tags: bitmasks, interactive, math

[Jrke's solution](#)

642.

459C

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

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Jrke's solution](#)

643.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

greedy, hashing

[Jrke's solution](#)

644.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[Jrke's solution](#)

645.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Jrke's solution](#)

646.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Jrke's solution](#)

647.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Jrke's solution](#)

648.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,143 global accepts · Rating: 1900 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, sortings

[Jrke's solution](#)

649.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2025-02-07 · last AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Jrke's solution](#)

650.

5C

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

Quality: 18,072 global accepts · Rating: 1900 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Jrke's solution](#)

651.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Jrke's solution](#)

652.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Jrke's solution](#)

653.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[Jrke's solution](#)

654.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Jrke's solution](#)

655.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Jrke's solution](#)

656.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[Jrke's solution](#)

657.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-17 · last AC: 2024-12-17 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings

[Jrke's solution](#)

658.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-12-17 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[Jrke's solution](#)

659.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Jrke's solution](#)

660.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Jrke's solution](#)

661.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 1900 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Jrke's solution](#)

662.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · last AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Jrke's solution](#)

663.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-11-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Jrke's solution](#)

664.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-11-25 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Jrke's solution](#)

665.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

[Jrke's solution](#)

666.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 1900 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Jrke's solution](#)

667.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, math

[Jrke's solution](#)

668.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Jrke's solution](#)

669.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2026-02-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Jrke's solution](#)

670.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2026-01-28 · last AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Jrke's solution](#)

671.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2026-01-26 · last AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Jrke's solution](#)

672.

1142B

[Lynryd Skynyrd](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Jrke's solution](#)

673.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Jrke's solution](#)

674.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[Jrke's solution](#)

675.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Jrke's solution](#)

676.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Jrke's solution](#)

677.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, dp

[Jrke's solution](#)

678.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,328 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Jrke's solution](#)

679.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Jrke's solution](#)

680.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Jrke's solution](#)

681.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Jrke's solution](#)

682.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Jrke's solution](#)

683.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp
[Jrke's solution](#)

684.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2025-08-13 · last AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers
[Jrke's solution](#)

685.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Jrke's solution](#)

686.

766D

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

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[Jrke's solution](#)

687.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, shortest paths
[Jrke's solution](#)

688.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers
[Jrke's solution](#)

689.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
[Jrke's solution](#)

690.

2130E2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings
[Jrke's solution](#)

691.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,308 global accepts · Rating: 2000 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees
[Jrke's solution](#)

692.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation
[Jrke's solution](#)

693.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Jrke's solution](#)

694.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Jrke's solution](#)

695.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[Jrke's solution](#)

696.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Jrke's solution](#)

697.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, sortings

[Jrke's solution](#)

698.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[Jrke's solution](#)

699.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

700.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[Jrke's solution](#)

701.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Jrke's solution](#)

702.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Jrke's solution](#)

703.

2103D

[Local Construction](#) · [Tutorial](#)

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Jrke's solution](#)

704.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[Jrke's solution](#)

705.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2000 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math

[Jrke's solution](#)

706.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Jrke's solution](#)

707.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Jrke's solution](#)

708.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Jrke's solution](#)

709.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Jrke's solution](#)

710.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Jrke's solution](#)

711.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Jrke's solution](#)

712.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Jrke's solution](#)

713.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Jrke's solution](#)

714.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Jrke's solution](#)

715.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,337 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Jrke's solution](#)

716.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2025-03-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[Jrke's solution](#)

717.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Jrke's solution](#)

718.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Jrke's solution](#)

719.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Jrke's solution](#)

720.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2025-03-26 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Jrke's solution](#)

721.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2025-03-26 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy

[Jrke's solution](#)

722.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2025-03-26 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Jrke's solution](#)

723.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, two pointers

[Jrke's solution](#)

724.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Jrke's solution](#)

725.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Jrke's solution](#)

726.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Jrke's solution](#)

727.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Jrke's solution](#)

728.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Jrke's solution](#)

729.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Jrke's solution](#)

730.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Jrke's solution](#)

731.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Jrke's solution](#)

732.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[Jrke's solution](#)

733.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2025-02-13 · PyPy 3-64 (first AC) · Tags: brute force, math

[Jrke's solution](#)

734.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Jrke's solution](#)

735.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[Jrke's solution](#)

736.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Jrke's solution](#)

737.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Jrke's solution](#)

738.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Jrke's solution](#)

739.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Jrke's solution](#)

740.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Jrke's solution](#)

741.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[Jrke's solution](#)

742.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-08-07 · last AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Jrke's solution](#)

743.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Jrke's solution](#)

744.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,091 global accepts · Rating: 2100 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, trees

[Jrke's solution](#)

745.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Jrke's solution](#)

746.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Jrke's solution](#)

747.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Jrke's solution](#)

748.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Jrke's solution](#)

749.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Jrke's solution](#)

750.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Jrke's solution](#)

751.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Jrke's solution](#)

752.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry

[Jrke's solution](#)

753.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Jrke's solution](#)

754.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Jrke's solution](#)

755.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Jrke's solution](#)

756.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Jrke's solution](#)

757.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Jrke's solution](#)

758.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[Jrke's solution](#)

759.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[Jrke's solution](#)

760.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Jrke's solution](#)

761.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Jrke's solution](#)

762.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Jrke's solution](#)

763.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Jrke's solution](#)

764.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,191 global accepts · Rating: 2100 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Jrke's solution](#)

765.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Jrke's solution](#)

766.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Jrke's solution](#)

767.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Jrke's solution](#)

768.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Jrke's solution](#)

769.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy

[Jrke's solution](#)

770.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,892 global accepts · Rating: 2100 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Jrke's solution](#)

771.

1265E

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

Quality: 4,524 global accepts · Rating: 2100 · first AC: 2025-06-07 · PyPy 3-64 (first AC) · Tags: data structures, dp, math, probabilities

[Jrke's solution](#)

772.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Jrke's solution](#)

773.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Jrke's solution](#)

774.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Jrke's solution](#)

775.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Jrke's solution](#)

776.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Jrke's solution](#)

777.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Jrke's solution](#)

778.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Jrke's solution](#)

779.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, games, greedy

[Jrke's solution](#)

780.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Jrke's solution](#)

781.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2025-06-05 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Jrke's solution](#)

782.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[Jrke's solution](#)

783.

2116D

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Jrke's solution](#)

784.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, trees, two pointers

[Jrke's solution](#)

785.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Jrke's solution](#)

786.

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

[Jrke's solution](#)

787.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2025-04-10 · last AC: 2025-04-23 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp

[Jrke's solution](#)

788.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Jrke's solution](#)

789.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Jrke's solution](#)

790.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2025-04-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Jrke's solution](#)

791.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dp, math

[Jrke's solution](#)

792.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[Jrke's solution](#)

793.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Jrke's solution](#)

794.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, ternary search

[Jrke's solution](#)

795.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Jrke's solution](#)

796.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Jrke's solution](#)

797.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Jrke's solution](#)

798.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[Jrke's solution](#)

799.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Jrke's solution](#)

800.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Jrke's solution](#)

801.

2004E

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

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Jrke's solution](#)

802.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[Jrke's solution](#)

803.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Jrke's solution](#)

804.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Jrke's solution](#)

805.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Jrke's solution](#)

806.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Jrke's solution](#)

807.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Jrke's solution](#)

808.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Jrke's solution](#)

809.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Jrke's solution](#)

810.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Jrke's solution](#)

811.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Jrke's solution](#)

812.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[Jrke's solution](#)

813.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[Jrke's solution](#)

814.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp
[Jrke's solution](#)

815.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
[Jrke's solution](#)

816.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[Jrke's solution](#)

817.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2025-09-03 · last AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, trees
[Jrke's solution](#)

818.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math
[Jrke's solution](#)

819.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[Jrke's solution](#)

820.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, probabilities, trees
[Jrke's solution](#)

821.

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[Jrke's solution](#)

822.

505D

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

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Jrke's solution](#)

823.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Jrke's solution](#)

824.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,253 global accepts · Rating: 2200 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Jrke's solution](#)

825.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Jrke's solution](#)

826.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Jrke's solution](#)

827.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Jrke's solution](#)

828.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Jrke's solution](#)

829.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[Jrke's solution](#)

830.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Jrke's solution](#)

831.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Jrke's solution](#)

832.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Jrke's solution](#)

833.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Jrke's solution](#)

834.

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Jrke's solution](#)

835.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Jrke's solution](#)

836.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs

[Jrke's solution](#)

837.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Jrke's solution](#)

838.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Jrke's solution](#)

839.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2025-06-09 · PyPy 3-64 (first AC) · Tags: math, number theory

[Jrke's solution](#)

840.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Jrke's solution](#)

841.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, strings

[Jrke's solution](#)

842.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Jrke's solution](#)

843.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Jrke's solution](#)

844.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Jrke's solution](#)

845.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[Jrke's solution](#)

846.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Jrke's solution](#)

847.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Jrke's solution](#)

848.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Jrke's solution](#)

849.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[Jrke's solution](#)

850.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Jrke's solution](#)

851.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[Jrke's solution](#)

852.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2025-03-05 · last AC: 2025-03-05 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory

[Jrke's solution](#)

853.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Jrke's solution](#)

854.

2072G

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

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Jrke's solution](#)

855.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Jrke's solution](#)

856.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[Jrke's solution](#)

857.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[Jrke's solution](#)

858.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Jrke's solution](#)

859.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-04 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[Jrke's solution](#)

860.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive

algorithms, data structures

[Jrke's solution](#)

861.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,373 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Jrke's solution](#)

862.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Jrke's solution](#)

863.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2025-03-02 · last AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Jrke's solution](#)

864.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[Jrke's solution](#)

865.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Jrke's solution](#)

866.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Jrke's solution](#)

867.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices

[Jrke's solution](#)

868.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[Jrke's solution](#)

869.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Jrke's solution](#)

870.

1712E1

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

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Jrke's solution](#)

871.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2025-10-16 · last AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, math

[Jrke's solution](#)

872.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2025-10-16 · last AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, implementation

[Jrke's solution](#)

873.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices, number theory

[Jrke's solution](#)

874.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Jrke's solution](#)

875.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Jrke's solution](#)

876.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-09-19 · last AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Jrke's solution](#)

877.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Jrke's solution](#)

878.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Jrke's solution](#)

879.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Jrke's solution](#)

880.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Jrke's solution](#)

881.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,954 global accepts · Rating: 2300 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Jrke's solution](#)

882.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Jrke's solution](#)

883.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Jrke's solution](#)

884.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2025-09-05 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Jrke's solution](#)

885.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-09-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Jrke's solution](#)

886.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[Jrke's solution](#)

887.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2025-08-22 · last AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Jrke's solution](#)

888.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory, two pointers

[Jrke's solution](#)

889.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings

[Jrke's solution](#)

890.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Jrke's solution](#)

891.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Jrke's solution](#)

892.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[Jrke's solution](#)

893.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, strings

[Jrke's solution](#)

894.

2130E3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Jrke's solution](#)

895.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Jrke's solution](#)

896.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Jrke's solution](#)

897.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Jrke's solution](#)

898.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Jrke's solution](#)

899.

2090E2

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

Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Jrke's solution](#)

900.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · last AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute

force, data structures, dfs and similar, graphs, greedy, implementation

[Jrke's solution](#)

901.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Jrke's solution](#)

902.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Jrke's solution](#)

903.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Jrke's solution](#)

904.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Jrke's solution](#)

905.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Jrke's solution](#)

906.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[Jrke's solution](#)

907.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Jrke's solution](#)

908.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, trees

[Jrke's solution](#)

909.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Jrke's solution](#)

910.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2025-09-23 · last AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Jrke's solution](#)

911.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Jrke's solution](#)

912.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[Jrke's solution](#)

913.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2025-06-12 · last AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[Jrke's solution](#)

914.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Jrke's solution](#)

915.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Jrke's solution](#)

916.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Jrke's solution](#)

917.

2005E2

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

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2026-03-26 · last AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Jrke's solution](#)

918.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, probabilities

[Jrke's solution](#)

919.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Jrke's solution](#)

920.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Jrke's solution](#)

921.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Jrke's solution](#)

922.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Jrke's solution](#)

923.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Jrke's solution](#)

924.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Jrke's solution](#)

925.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, interactive, math

[Jrke's solution](#)

926.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Jrke's solution](#)

927.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Jrke's solution](#)

928.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Jrke's solution](#)

929.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Jrke's solution](#)

930.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Jrke's solution](#)

931.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-12-31 · last AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[Jrke's solution](#)

932.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[Jrke's solution](#)

933.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, probabilities

[Jrke's solution](#)

934.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[Jrke's solution](#)

935.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[Jrke's solution](#)

936.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Jrke's solution](#)

937.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math

[Jrke's solution](#)

938.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,373 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Jrke's solution](#)

939.

2225B

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

Quality: 14,185 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Jrke's solution](#)

940.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[Jrke's solution](#)

941.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Jrke's solution](#)

942.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Jrke's solution](#)

943.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,218 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Jrke's solution](#)

944.

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · last AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

945.

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

946.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

947.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

948.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

949.

106439E

[Echoing Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

950.

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

951.

106268D

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

Rating: — · first AC: 2026-01-15 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

952.

106262F

[Map and Fold](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

953.

106262J

[Tic-Tac-Toe on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

954.

106262I

[Stone Steps](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

955.

106262D

[Drinking Culture](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

956.

106262H

[Prime Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

957.

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

958.

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

959.

106262M

[Web Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

960.

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

961.

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

962.

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · last AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

963.

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · last AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

964.

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

965.

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

966.

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

967.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

968.

106144G

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

Rating: — · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

969.

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

970.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

971.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

972.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

973.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

974.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

975.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

976.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

977.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

978.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

979.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

980.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

981.

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

982.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

983.

106084D

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

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

984.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

985.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

986.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

987.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

988.

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · last AC: 2025-09-02 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

989.

106035D

[Elephant grassland](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

990.

106035M

[Playing with magnets](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

991.

106035B

[Language for machines](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

992.

106035F

[Mobile Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

993.

106035H

[University ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

994.

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

995.

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

996.

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

997.

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

998.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

999.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1000.

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1001.

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1002.

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · last AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1003.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1004.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1005.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1006.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1007.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1008.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1009.

106020C

[GCD on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1010.

106020G

[Pretty Prime Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1011.

106020J

[AND Construction](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1012.

106020F

[Coin Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1013.

106020H

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

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1014.

106020E

[Permutation Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1015.

106020M

[Hayyan and Subarray Sums](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1016.

106020N

[Colored Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1017.

106020B

[Free Problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1018.

105981I

[The Dream-Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1019.

105981A

[A Slide B Slide](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1020.

105981H

[Simai](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1021.

105981D

[Keine's Prefix Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1022.

105981E

[Neuro's New Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jrke's solution](#)

1023.

105981J

[Uniform Random Descent Process](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1024.

105981F

[Portal](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1025.

105981C

[Echoes of the Runes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1026.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1027.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1028.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1029.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1030.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1031.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1032.

105920C

[Dominance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1033.

105920J

[Bridge III](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1034.

105920B

[Nabi Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1035.

105920E

[Ever Forever](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1036.

105920I

[Ciallo](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1037.

105920G

[DSU](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1038.

105920D

[Greedy Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1039.

105920A

[Clan Battle](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1040.

105920F

[Pull](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1041.

105920L

[Fyreflies](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1042.

105928L

[AL-1S](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1043.

105928F

[Where the West Wind Ends](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1044.

105928I

[FST: First Search Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1045.

105928A

[Balanced Eating](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1046.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1047.

105911F

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

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1048.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1049.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1050.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1051.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1052.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1053.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jrke's solution](#)

1054.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1055.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1056.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jrke's solution](#)

1057.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1058.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,002 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[Jrke's solution](#)

1059.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[Jrke's solution](#)

1060.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[Jrke's solution](#)

1061.

105544L

[Nine Never](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1062.

105544C

[Where the Lantern Lights are Dimming](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1063.

105544F

[Baker's Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · last AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1064.

105544A

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jrke's solution](#)

1065.

105544D

[Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1066.

105544M

[Task scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jrke's solution](#)

1067.

105544H

[Bank Deposit Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1068.

105544B

[Recurring Decimal to Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1069.

105584C

[Honeycomb Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1070.

105584B

[Overtaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1071.

105584A

[Snacks within 300 Yen](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · PyPy 3-64 (first AC) · Tags: —

[Jrke's solution](#)

1072.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-10-24 · Kotlin 1.7 (first AC) · Tags: *special

[Jrke's solution](#)

1073.

105284A

[P!=NP](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · Python 3 (first AC) · Tags: —

[Jrke's solution](#)