

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

<https://cfelitetracker.vercel.app>

Unique solved — Kareem Elgoker

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

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

Filters: none

Count: 2,737

1.

71A

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

Quality: 503,391 global accepts · Rating: 800 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Kareem_Elgoker's solution](#)

2.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2024-03-02 · last AC: 2026-04-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Kareem_Elgoker's solution](#)

3.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,497 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

4.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,745 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

5.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,990 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[Kareem_Elgoker's solution](#)

6.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,473 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

7.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,724 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Kareem_Elgoker's solution](#)

8.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,110 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Kareem_Elgoker's solution](#)

9.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Kareem_Elgoker's solution](#)

10.

2179A

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

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[Kareem_Elgoker's solution](#)

11.

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[Kareem_Elgoker's solution](#)

12.

2171A

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

Quality: 37,255 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Kareem_Elgoker's solution](#)

13.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Kareem_Elgoker's solution](#)

14.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,068 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

15.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,838 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[Kareem_Elgoker's solution](#)

16.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,495 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[Kareem_Elgoker's solution](#)

17.

2162A

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

Quality: 41,601 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Kareem_Elgoker's solution](#)

18.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,574 global accepts · Rating: 800 · first AC: 2025-07-26 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

19.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

20.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

21.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Kareem_Elgoker's solution](#)

22.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,444 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[Kareem_Elgoker's solution](#)

23.

2137A

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

Quality: 35,323 global accepts · Rating: 800 · first AC: 2025-09-07 · last AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Kareem_Elgoker's solution](#)

24.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

25.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[Kareem_Elgoker's solution](#)

26.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2023-05-22 · last AC: 2025-08-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

27.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,028 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

28.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,206 global accepts · Rating: 800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

29.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kareem_Elgoker's solution](#)

30.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,216 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Kareem_Elgoker's solution](#)

31.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,154 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Kareem_Elgoker's solution](#)

32.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,307 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Kareem_Elgoker's solution](#)

33.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

34.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

35.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2024-10-30 · last AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kareem_Elgoker's solution](#)

36.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Kareem_Elgoker's solution](#)

37.

2072A

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

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Kareem_Elgoker's solution](#)

38.

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Kareem_Elgoker's solution](#)

39.

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, implementation

[Kareem_Elgoker's solution](#)

40.

2065B

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

Quality: 42,084 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Kareem_Elgoker's solution](#)

41.

2065A

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

Quality: 55,644 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Kareem_Elgoker's solution](#)

42.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Kareem_Elgoker's solution](#)

43.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Kareem_Elgoker's solution](#)

44.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,770 global accepts · Rating: 800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Kareem_Elgoker's solution](#)

45.

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Kareem_Elgoker's solution](#)

46.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[Kareem_Elgoker's solution](#)

47.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

48.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

49.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Kareem_Elgoker's solution](#)

50.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

51.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Kareem_Elgoker's solution](#)

52.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

53.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Kareem_Elgoker's solution](#)

54.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Kareem_Elgoker's solution](#)

55.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Kareem_Elgoker's solution](#)

56.

2033A

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

Quality: 41,165 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Kareem_Elgoker's solution](#)

57.

2030B

[Minimise Oneness](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

58.

2030A

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

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

[Kareem_Elgoker's solution](#)

59.

2025A

[Two Screens](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

60.

2020A

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

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Kareem_Elgoker's solution](#)

61.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[Kareem_Elgoker's solution](#)

62.

2014B

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

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math
[Kareem_Elgoker's solution](#)

63.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Kareem_Elgoker's solution](#)

64.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Kareem_Elgoker's solution](#)

65.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Kareem_Elgoker's solution](#)

66.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Kareem_Elgoker's solution](#)

67.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,983 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Kareem_Elgoker's solution](#)

68.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Kareem_Elgoker's solution](#)

69.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[Kareem_Elgoker's solution](#)

70.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[Kareem_Elgoker's solution](#)

71.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Kareem_Elgoker's solution](#)

72.

1352A

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

Quality: 104,153 global accepts · Rating: 800 · first AC: 2022-10-31 · last AC: 2024-08-25 · C++20 (GCC 11-64) (first AC) · Tags:

implementation, math

[Kareem_Elgoker's solution](#)

73.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

74.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Kareem_Elgoker's solution](#)

75.

2004A

[Closest Point](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

76.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[Kareem_Elgoker's solution](#)

77.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[Kareem_Elgoker's solution](#)

78.

2002A

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

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

[Kareem_Elgoker's solution](#)

79.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Kareem_Elgoker's solution](#)

80.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Kareem_Elgoker's solution](#)

81.

1997A

[Strong Password](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

82.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Kareem_Elgoker's solution](#)

83.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Kareem_Elgoker's solution](#)

84.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[Kareem_Elgoker's solution](#)

85.

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Kareem_Elgoker's solution](#)

86.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,384 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

87.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

88.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Kareem_Elgoker's solution](#)

89.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

90.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Kareem_Elgoker's solution](#)

91.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

92.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Kareem_Elgoker's solution](#)

93.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,928 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

94.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

95.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

96.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

97.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

98.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

99.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Kareem_Elgoker's solution](#)

100.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Kareem_Elgoker's solution](#)

101.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Kareem_Elgoker's solution](#)

102.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Kareem_Elgoker's solution](#)

103.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

104.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Kareem_Elgoker's solution](#)

105.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Kareem_Elgoker's solution](#)

106.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

107.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,644 global accepts · Rating: 800 · first AC: 2023-02-03 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

108.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,276 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Kareem_Elgoker's solution](#)

109.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Kareem_Elgoker's solution](#)

110.

1923A

[Moving Chips](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

111.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Kareem_Elgoker's solution](#)

112.

1926A

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

Quality: 62,213 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

113.

1918A

[Brick Wall](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

114.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kareem_Elgoker's solution](#)

115.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

116.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Kareem_Elgoker's solution](#)

117.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,194 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Kareem_Elgoker's solution](#)

118.

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Kareem_Elgoker's solution](#)

119.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,816 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Kareem_Elgoker's solution](#)

120.

1914B

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

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

[Kareem_Elgoker's solution](#)

121.

1914A

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

Quality: 35,158 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

122.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kareem_Elgoker's solution](#)

123.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

124.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Kareem_Elgoker's solution](#)

125.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

126.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

127.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,706 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Kareem_Elgoker's solution](#)

128.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,153 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Kareem_Elgoker's solution](#)

129.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

130.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Kareem_Elgoker's solution](#)

131.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

132.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

133.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,365 global accepts · Rating: 800 · first AC: 2023-11-04 · GNU C11 (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

134.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Kareem_Elgoker's solution](#)

135.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

136.

1891A

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

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

[Kareem_Elgoker's solution](#)

137.

1703A

[YES or YES? · Tutorial](#)

Quality: 97,269 global accepts · Rating: 800 · first AC: 2022-09-25 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Kareem_Elgoker's solution](#)

138.

520A

[Pangram · Tutorial](#)

Quality: 127,560 global accepts · Rating: 800 · first AC: 2023-10-27 · GNU C11 (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

139.

1884A

[Simple Design · Tutorial](#)

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

[Kareem_Elgoker's solution](#)

140.

271A

[Beautiful Year · Tutorial](#)

Quality: 177,776 global accepts · Rating: 800 · first AC: 2023-10-20 · GNU C11 (first AC) · Tags: brute force

[Kareem_Elgoker's solution](#)

141.

1881A

[Don't Try to Count · Tutorial](#)

Quality: 59,381 global accepts · Rating: 800 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Kareem_Elgoker's solution](#)

142.

1886A

[Sum of Three · Tutorial](#)

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

[Kareem_Elgoker's solution](#)

143.

1878A

[How Much Does Daytona Cost? · Tutorial](#)

Quality: 78,713 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kareem_Elgoker's solution](#)

144.

1878B

[Aleksa and Stack · Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kareem_Elgoker's solution](#)

145.

1879A

[Rigged! · Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kareem_Elgoker's solution](#)

146.

1873D

[1D Eraser · Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[Kareem_Elgoker's solution](#)

147.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,041 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

148.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Kareem_Elgoker's solution](#)

149.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Kareem_Elgoker's solution](#)

150.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Kareem_Elgoker's solution](#)

151.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kareem_Elgoker's solution](#)

152.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

153.

1870A

[MEXanized Array](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

154.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

155.

1867A

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

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

[Kareem_Elgoker's solution](#)

156.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Kareem_Elgoker's solution](#)

157.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Kareem_Elgoker's solution](#)

158.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Kareem_Elgoker's solution](#)

159.

1861A

[Prime Deletion](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

160.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kareem_Elgoker's solution](#)

161.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,034 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

162.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[Kareem_Elgoker's solution](#)

163.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,099 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Kareem_Elgoker's solution](#)

164.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kareem_Elgoker's solution](#)

165.

1690A

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

Quality: 35,637 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

166.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Kareem_Elgoker's solution](#)

167.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

168.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Kareem_Elgoker's solution](#)

169.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Kareem_Elgoker's solution](#)

170.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

171.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Kareem_Elgoker's solution](#)

172.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,218 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Kareem_Elgoker's solution](#)

173.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Kareem_Elgoker's solution](#)

174.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

175.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Kareem_Elgoker's solution](#)

176.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[Kareem_Elgoker's solution](#)

177.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,313 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Kareem_Elgoker's solution](#)

178.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[Kareem_Elgoker's solution](#)

179.

1831A

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

Quality: 46,322 global accepts · Rating: 800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Kareem_Elgoker's solution](#)

180.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,956 global accepts · Rating: 800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Kareem_Elgoker's solution](#)

181.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Kareem_Elgoker's solution](#)

182.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Kareem_Elgoker's solution](#)

183.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation
[Kareem_Elgoker's solution](#)

184.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,073 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Kareem_Elgoker's solution](#)

185.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Kareem_Elgoker's solution](#)

186.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Kareem_Elgoker's solution](#)

187.

1823A

[A-characteristic](#) · [Tutorial](#)

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

188.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math
[Kareem_Elgoker's solution](#)

189.

1822B

[Karina and Array](#) · [Tutorial](#)

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

190.

1822A

[TubeTube Feed](#) · [Tutorial](#)

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

191.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Kareem_Elgoker's solution](#)

192.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,477 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Kareem_Elgoker's solution](#)

193.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings
[Kareem_Elgoker's solution](#)

194.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Kareem_Elgoker's solution](#)

195.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[Kareem_Elgoker's solution](#)

196.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Kareem_Elgoker's solution](#)

197.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,754 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Kareem_Elgoker's solution](#)

198.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,848 global accepts · Rating: 800 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation
[Kareem_Elgoker's solution](#)

199.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Kareem_Elgoker's solution](#)

200.

486A

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

Quality: 154,173 global accepts · Rating: 800 · first AC: 2023-03-08 · PyPy 3-64 (first AC) · Tags: implementation, math
[Kareem_Elgoker's solution](#)

201.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Kareem_Elgoker's solution](#)

202.

1800A

[Is It a Cat? · Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

203.

1793A

[Yet Another Promotion · Tutorial](#)

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

[Kareem_Elgoker's solution](#)

204.

1788A

[One and Two · Tutorial](#)

Quality: 53,042 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Kareem_Elgoker's solution](#)

205.

918A

[Eleven · Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Kareem_Elgoker's solution](#)

206.

1791C

[Prepend and Append · Tutorial](#)

Quality: 74,216 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Kareem_Elgoker's solution](#)

207.

1791B

[Following Directions · Tutorial](#)

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Kareem_Elgoker's solution](#)

208.

1790B

[Taisia and Dice · Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

209.

1790A

[Polycarp and the Day of Pi · Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[Kareem_Elgoker's solution](#)

210.

1497A

[Meximization · Tutorial](#)

Quality: 26,100 global accepts · Rating: 800 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Kareem_Elgoker's solution](#)

211.

1758A

[SSeeeeeinnngg DDoouubbllee · Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Kareem_Elgoker's solution](#)

212.

1760C

[Advantage · Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Kareem_Elgoker's solution](#)

213.

1760B

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

Quality: 53,350 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Kareem_Elgoker's solution](#)

214.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,952 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Kareem_Elgoker's solution](#)

215.

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

216.

1747A

[Two Groups](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

217.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[Kareem_Elgoker's solution](#)

218.

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

219.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kareem_Elgoker's solution](#)

220.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,340 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

221.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,107 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

222.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Kareem_Elgoker's solution](#)

223.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,192 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Kareem_Elgoker's solution](#)

224.

1669C

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

Quality: 41,485 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Kareem_Elgoker's solution](#)

225.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,554 global accepts · Rating: 800 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Kareem_Elgoker's solution](#)

226.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,568 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

227.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[Kareem_Elgoker's solution](#)

228.

1692C

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

Quality: 38,920 global accepts · Rating: 800 · first AC: 2022-09-11 · last AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

229.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

230.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,767 global accepts · Rating: 800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

231.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,641 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[Kareem_Elgoker's solution](#)

232.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,653 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Kareem_Elgoker's solution](#)

233.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,442 global accepts · Rating: 800 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Kareem_Elgoker's solution](#)

234.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Kareem_Elgoker's solution](#)

235.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,649 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Kareem_Elgoker's solution](#)

236.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,467 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Kareem_Elgoker's solution](#)

237.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Kareem_Elgoker's solution](#)

238.

791A

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

Quality: 257,311 global accepts · Rating: 800 · first AC: 2022-08-24 · Clang++17 Diagnostics (first AC) · Tags: implementation
[Kareem_Elgoker's solution](#)

239.

1566A

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

Quality: 25,377 global accepts · Rating: 800 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[Kareem_Elgoker's solution](#)

240.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[Kareem_Elgoker's solution](#)

241.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 29,000 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[Kareem_Elgoker's solution](#)

242.

2171B

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

Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Kareem_Elgoker's solution](#)

243.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,370 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[Kareem_Elgoker's solution](#)

244.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,559 global accepts · Rating: 900 · first AC: 2025-08-21 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

245.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Kareem_Elgoker's solution](#)

246.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

247.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,477 global accepts · Rating: 900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Kareem_Elgoker's solution](#)

248.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2025-07-19 · last AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

249.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

250.

2114B

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

Quality: 30,505 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

251.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

252.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

253.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,784 global accepts · Rating: 900 · first AC: 2022-09-26 · last AC: 2025-03-05 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Kareem_Elgoker's solution](#)

254.

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 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[Kareem_Elgoker's solution](#)

255.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Kareem_Elgoker's solution](#)

256.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[Kareem_Elgoker's solution](#)

257.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[Kareem_Elgoker's solution](#)

258.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[Kareem_Elgoker's solution](#)

259.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Kareem_Elgoker's solution](#)

260.

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Kareem_Elgoker's solution](#)

261.

2005A

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

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

262.

2007B

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

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[Kareem_Elgoker's solution](#)

263.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Kareem_Elgoker's solution](#)

264.

611A

[New Year and Days](#) · [Tutorial](#)

Quality: 12,180 global accepts · Rating: 900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Kareem_Elgoker's solution](#)

265.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Kareem_Elgoker's solution](#)

266.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kareem_Elgoker's solution](#)

267.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,411 global accepts · Rating: 900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

268.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Kareem_Elgoker's solution](#)

269.

1971C

[Clock and Strings](#) · [Tutorial](#)

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

270.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[Kareem_Elgoker's solution](#)

271.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

272.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

273.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

274.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

275.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Kareem_Elgoker's solution](#)

276.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Kareem_Elgoker's solution](#)

277.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Kareem_Elgoker's solution](#)

278.

1593B

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

Quality: 40,658 global accepts · Rating: 900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[Kareem_Elgoker's solution](#)

279.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2023-10-27 · GNU C11 (first AC) · Tags: strings

[Kareem_Elgoker's solution](#)

280.

1888A

[Chemistry](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

281.

1881B

[Three Threadlets](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

282.

1875A

[Jellyfish and Undertale](#) · [Tutorial](#)

Quality: 47,029 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kareem_Elgoker's solution](#)

283.

1878C

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

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

284.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

285.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

286.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

287.

1872B

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

Quality: 30,503 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kareem_Elgoker's solution](#)

288.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,839 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

289.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

290.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Kareem_Elgoker's solution](#)

291.

115A

[Party](#) · [Tutorial](#)

Quality: 43,367 global accepts · Rating: 900 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Kareem_Elgoker's solution](#)

292.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

293.

1823B

[Sort with Step](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

294.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Kareem_Elgoker's solution](#)

295.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

296.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Kareem_Elgoker's solution](#)

297.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,850 global accepts · Rating: 900 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

298.

1777B

[Emordnilap](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

299.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

300.

1747B

[BAN BAN](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

301.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,097 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

302.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-08-18 · MS C++ 2017 (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

303.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,435 global accepts · Rating: 1000 · first AC: 2025-11-22 · last AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

304.

2167D

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

Quality: 30,220 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[Kareem_Elgoker's solution](#)

305.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,916 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Kareem_Elgoker's solution](#)

306.

2148D

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

Quality: 26,757 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Kareem_Elgoker's solution](#)

307.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

308.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2023-07-17 · last AC: 2025-07-20 · Java 11 (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

309.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kareem_Elgoker's solution](#)

310.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

311.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,949 global accepts · Rating: 1000 · first AC: 2022-09-20 · last AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Kareem_Elgoker's solution](#)

312.

1620B

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

Quality: 31,485 global accepts · Rating: 1000 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Kareem_Elgoker's solution](#)

313.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Kareem_Elgoker's solution](#)

314.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

315.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Kareem_Elgoker's solution](#)

316.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Kareem_Elgoker's solution](#)

317.

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Kareem_Elgoker's solution](#)

318.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1000 · first AC: 2024-09-06 · last AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Kareem_Elgoker's solution](#)

319.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math
[Kareem_Elgoker's solution](#)

320.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Kareem_Elgoker's solution](#)

321.

2004B

[Game with Doors](#) · [Tutorial](#)

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

322.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[Kareem_Elgoker's solution](#)

323.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[Kareem_Elgoker's solution](#)

324.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[Kareem_Elgoker's solution](#)

325.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[Kareem_Elgoker's solution](#)

326.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,116 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Kareem_Elgoker's solution](#)

327.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[Kareem_Elgoker's solution](#)

328.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Kareem_Elgoker's solution](#)

329.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number

theory

[Kareem_Elgoker's solution](#)

330.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

331.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Kareem_Elgoker's solution](#)

332.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Kareem_Elgoker's solution](#)

333.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Kareem_Elgoker's solution](#)

334.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

335.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Kareem_Elgoker's solution](#)

336.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,827 global accepts · Rating: 1000 · first AC: 2023-11-04 · GNU C11 (first AC) · Tags: brute force, number theory

[Kareem_Elgoker's solution](#)

337.

1888B

[Raspberries](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

338.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[Kareem_Elgoker's solution](#)

339.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[Kareem_Elgoker's solution](#)

340.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math

[Kareem_Elgoker's solution](#)

341.

1520C

[Not Adjacent Matrix · Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

342.

1861B

[Two Binary Strings · Tutorial](#)

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Kareem_Elgoker's solution](#)

343.

1690D

[Black and White Stripe · Tutorial](#)

Quality: 47,060 global accepts · Rating: 1000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Kareem_Elgoker's solution](#)

344.

1359A

[Berland Poker · Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Kareem_Elgoker's solution](#)

345.

1851C

[Tiles Comeback · Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kareem_Elgoker's solution](#)

346.

1840C

[Ski Resort · Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Kareem_Elgoker's solution](#)

347.

1831B

[Array merging · Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

348.

1020B

[Badge · Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs

[Kareem_Elgoker's solution](#)

349.

1829D

[Gold Rush · Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Kareem_Elgoker's solution](#)

350.

500A

[New Year Transportation · Tutorial](#)

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Kareem_Elgoker's solution](#)

351.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Kareem_Elgoker's solution](#)

352.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

353.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Kareem_Elgoker's solution](#)

354.

1809B

[Points on Plane](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

355.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Kareem_Elgoker's solution](#)

356.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Kareem_Elgoker's solution](#)

357.

1800C1

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

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

[Kareem_Elgoker's solution](#)

358.

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Kareem_Elgoker's solution](#)

359.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

360.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Kareem_Elgoker's solution](#)

361.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Kareem_Elgoker's solution](#)

362.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

363.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kareem_Elgoker's solution](#)

364.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Kareem_Elgoker's solution](#)

365.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,112 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Kareem_Elgoker's solution](#)

366.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Kareem_Elgoker's solution](#)

367.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Kareem_Elgoker's solution](#)

368.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,514 global accepts · Rating: 1000 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

369.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kareem_Elgoker's solution](#)

370.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

371.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,693 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Kareem_Elgoker's solution](#)

372.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kareem_Elgoker's solution](#)

373.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kareem_Elgoker's solution](#)

374.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[Kareem_Elgoker's solution](#)

375.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[Kareem_Elgoker's solution](#)

376.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,426 global accepts · Rating: 1100 · first AC: 2024-12-15 · last AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Kareem_Elgoker's solution](#)

377.

2171C1

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

Quality: 19,246 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[Kareem_Elgoker's solution](#)

378.

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Kareem_Elgoker's solution](#)

379.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

380.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,561 global accepts · Rating: 1100 · first AC: 2023-01-30 · last AC: 2025-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Kareem_Elgoker's solution](#)

381.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, greedy, implementation

[Kareem_Elgoker's solution](#)

382.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,915 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Kareem_Elgoker's solution](#)

383.

1015C

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

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[Kareem_Elgoker's solution](#)

384.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,869 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Kareem_Elgoker's solution](#)

385.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Kareem_Elgoker's solution](#)

386.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,807 global accepts · Rating: 1100 · first AC: 2023-11-05 · last AC: 2025-03-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

387.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2024-10-23 · last AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Kareem_Elgoker's solution](#)

388.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Kareem_Elgoker's solution](#)

389.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2025-02-26 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, greedy, sortings

[Kareem_Elgoker's solution](#)

390.

2065C1

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

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Kareem_Elgoker's solution](#)

391.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

392.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

393.

300A

[Array](#) · [Tutorial](#)

Quality: 27,232 global accepts · Rating: 1100 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Kareem_Elgoker's solution](#)

394.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kareem_Elgoker's solution](#)

395.

2030C

[A TRUE Battle](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

396.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kareem_Elgoker's solution](#)

397.

2014C

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

Quality: 27,461 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Kareem_Elgoker's solution](#)

398.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

399.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,394 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

400.

2009C

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

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

401.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,409 global accepts · Rating: 1100 · first AC: 2023-12-10 · last AC: 2024-08-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

402.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Kareem_Elgoker's solution](#)

403.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

404.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kareem_Elgoker's solution](#)

405.

1997B

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

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

[Kareem_Elgoker's solution](#)

406.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Kareem_Elgoker's solution](#)

407.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

408.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Kareem_Elgoker's solution](#)

409.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Kareem_Elgoker's solution](#)

410.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[Kareem_Elgoker's solution](#)

411.

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Kareem_Elgoker's solution](#)

412.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Kareem_Elgoker's solution](#)

413.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Kareem_Elgoker's solution](#)

414.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Kareem_Elgoker's solution](#)

415.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,545 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

416.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Kareem_Elgoker's solution](#)

417.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Kareem_Elgoker's solution](#)

418.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Kareem_Elgoker's solution](#)

419.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

420.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Kareem_Elgoker's solution](#)

421.

1884B

[Haunted House](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

422.

1873E

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

Quality: 43,476 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Kareem_Elgoker's solution](#)

423.

1867B

[XOR Palindromes](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

424.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Kareem_Elgoker's solution](#)

425.

1872C

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

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

426.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

427.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Kareem_Elgoker's solution](#)

428.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Kareem_Elgoker's solution](#)

429.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Kareem_Elgoker's solution](#)

430.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,740 global accepts · Rating: 1100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

431.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,011 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[Kareem_Elgoker's solution](#)

432.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[Kareem_Elgoker's solution](#)

433.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Kareem_Elgoker's solution](#)

434.

1821B

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

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kareem_Elgoker's solution](#)

435.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

436.

1807G2

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

Quality: 27,853 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

437.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

438.

467B

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

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Kareem_Elgoker's solution](#)

439.

1800C2

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

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Kareem_Elgoker's solution](#)

440.

1793B

[Fedya and Array](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

441.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Kareem_Elgoker's solution](#)

442.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Kareem_Elgoker's solution](#)

443.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Kareem_Elgoker's solution](#)

444.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

445.

1760E

[Binary Inversions · Tutorial](#)

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

[Kareem_Elgoker's solution](#)

446.

1742D

[Coprime · Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[Kareem_Elgoker's solution](#)

447.

1703D

[Double Strings · Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[Kareem_Elgoker's solution](#)

448.

1669D

[Colorful Stamp · Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

449.

1676E

[Eating Queries · Tutorial](#)

Quality: 33,078 global accepts · Rating: 1100 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Kareem_Elgoker's solution](#)

450.

1722D

[Line · Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

451.

1702C

[Train and Queries · Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-08-18 · MS C++ 2017 (first AC) · Tags: data structures, greedy

[Kareem_Elgoker's solution](#)

452.

349A

[Cinema Line · Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2022-08-18 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[Kareem_Elgoker's solution](#)

453.

2218E

[The 67th XOR Problem · Tutorial](#)

Quality: 14,125 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[Kareem_Elgoker's solution](#)

454.

2170B

[Addition on a Segment · Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

455.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Kareem_Elgoker's solution](#)

456.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Kareem_Elgoker's solution](#)

457.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

458.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,572 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[Kareem_Elgoker's solution](#)

459.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Kareem_Elgoker's solution](#)

460.

2072C

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

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

461.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[Kareem_Elgoker's solution](#)

462.

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

463.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Kareem_Elgoker's solution](#)

464.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Kareem_Elgoker's solution](#)

465.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Kareem_Elgoker's solution](#)

466.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Kareem_Elgoker's solution](#)

467.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Kareem_Elgoker's solution](#)

468.

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

469.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Kareem_Elgoker's solution](#)

470.

1150C

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

Rating: 1200 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kareem_Elgoker's solution](#)

471.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Kareem_Elgoker's solution](#)

472.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

473.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

474.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Kareem_Elgoker's solution](#)

475.

2002C

[Black Circles](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

476.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Kareem_Elgoker's solution](#)

477.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[Kareem_Elgoker's solution](#)

478.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Kareem_Elgoker's solution](#)

479.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

480.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Kareem_Elgoker's solution](#)

481.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Kareem_Elgoker's solution](#)

482.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Kareem_Elgoker's solution](#)

483.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Kareem_Elgoker's solution](#)

484.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Kareem_Elgoker's solution](#)

485.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

486.

1907C

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

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

[Kareem_Elgoker's solution](#)

487.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

488.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kareem_Elgoker's solution](#)

489.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[Kareem_Elgoker's solution](#)

490.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Kareem_Elgoker's solution](#)

491.

1886B

[Fear of the Dark](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

492.

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Kareem_Elgoker's solution](#)

493.

1875B

[Jellyfish and Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Kareem_Elgoker's solution](#)

494.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2023-02-03 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Kareem_Elgoker's solution](#)

495.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Kareem_Elgoker's solution](#)

496.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Kareem_Elgoker's solution](#)

497.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math

[Kareem_Elgoker's solution](#)

498.

1872D

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

Quality: 38,850 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

499.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

500.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Kareem_Elgoker's solution](#)

501.

1857C

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

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

502.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Kareem_Elgoker's solution](#)

503.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[Kareem_Elgoker's solution](#)

504.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy

[Kareem_Elgoker's solution](#)

505.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Kareem_Elgoker's solution](#)

506.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy
[Kareem_Elgoker's solution](#)

507.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, trees
[Kareem_Elgoker's solution](#)

508.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,347 global accepts · Rating: 1200 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[Kareem_Elgoker's solution](#)

509.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation
[Kareem_Elgoker's solution](#)

510.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[Kareem_Elgoker's solution](#)

511.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers
[Kareem_Elgoker's solution](#)

512.

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Kareem_Elgoker's solution](#)

513.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[Kareem_Elgoker's solution](#)

514.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,489 global accepts · Rating: 1200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[Kareem_Elgoker's solution](#)

515.

492B

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

Quality: 90,208 global accepts · Rating: 1200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, sortings
[Kareem_Elgoker's solution](#)

516.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kareem_Elgoker's solution](#)

517.

1800D

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

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

[Kareem_Elgoker's solution](#)

518.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Kareem_Elgoker's solution](#)

519.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

520.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kareem_Elgoker's solution](#)

521.

1744D

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

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Kareem_Elgoker's solution](#)

522.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Kareem_Elgoker's solution](#)

523.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[Kareem_Elgoker's solution](#)

524.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Kareem_Elgoker's solution](#)

525.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Kareem_Elgoker's solution](#)

526.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Kareem_Elgoker's solution](#)

527.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, two pointers

[Kareem_Elgoker's solution](#)

528.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

529.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Kareem_Elgoker's solution](#)

530.

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Kareem_Elgoker's solution](#)

531.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

532.

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Kareem_Elgoker's solution](#)

533.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

534.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

535.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Kareem_Elgoker's solution](#)

536.

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

[Kareem_Elgoker's solution](#)

537.

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

[Kareem_Elgoker's solution](#)

538.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2024-10-23 · last AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory

[Kareem_Elgoker's solution](#)

539.

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 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Kareem_Elgoker's solution](#)

540.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Kareem_Elgoker's solution](#)

541.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2023-03-13 · last AC: 2025-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, two pointers

[Kareem_Elgoker's solution](#)

542.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Kareem_Elgoker's solution](#)

543.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Kareem_Elgoker's solution](#)

544.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2022-08-11 · last AC: 2024-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[Kareem_Elgoker's solution](#)

545.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

546.

2033D

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

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy,

math

[Kareem_Elgoker's solution](#)

547.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Kareem_Elgoker's solution](#)

548.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

549.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Kareem_Elgoker's solution](#)

550.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Kareem_Elgoker's solution](#)

551.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kareem_Elgoker's solution](#)

552.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Kareem_Elgoker's solution](#)

553.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[Kareem_Elgoker's solution](#)

554.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Kareem_Elgoker's solution](#)

555.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Kareem_Elgoker's solution](#)

556.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

557.

1973B

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

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

[Kareem_Elgoker's solution](#)

558.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Kareem_Elgoker's solution](#)

559.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Kareem_Elgoker's solution](#)

560.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Kareem_Elgoker's solution](#)

561.

1926D

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

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Kareem_Elgoker's solution](#)

562.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kareem_Elgoker's solution](#)

563.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Kareem_Elgoker's solution](#)

564.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Kareem_Elgoker's solution](#)

565.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,658 global accepts · Rating: 1300 · first AC: 2023-12-02 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Kareem_Elgoker's solution](#)

566.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Kareem_Elgoker's solution](#)

567.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Kareem_Elgoker's solution](#)

568.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar

[Kareem_Elgoker's solution](#)

569.

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

570.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Kareem_Elgoker's solution](#)

571.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Kareem_Elgoker's solution](#)

572.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Kareem_Elgoker's solution](#)

573.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Kareem_Elgoker's solution](#)

574.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, math

[Kareem_Elgoker's solution](#)

575.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

576.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Kareem_Elgoker's solution](#)

577.

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kareem_Elgoker's solution](#)

578.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Kareem_Elgoker's solution](#)

579.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Kareem_Elgoker's solution](#)

580.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

581.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Kareem_Elgoker's solution](#)

582.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Kareem_Elgoker's solution](#)

583.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

584.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Kareem_Elgoker's solution](#)

585.

330B

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

Quality: 19,389 global accepts · Rating: 1300 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Kareem_Elgoker's solution](#)

586.

1823C

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

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

[Kareem_Elgoker's solution](#)

587.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Kareem_Elgoker's solution](#)

588.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Kareem_Elgoker's solution](#)

589.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[Kareem_Elgoker's solution](#)

590.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Kareem_Elgoker's solution](#)

591.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Kareem_Elgoker's solution](#)

592.

1794C

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

Quality: 22,088 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Kareem_Elgoker's solution](#)

593.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,186 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Kareem_Elgoker's solution](#)

594.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Kareem_Elgoker's solution](#)

595.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

596.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,114 global accepts · Rating: 1300 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force

[Kareem_Elgoker's solution](#)

597.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Kareem_Elgoker's solution](#)

598.

476B

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

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Kareem_Elgoker's solution](#)

599.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,154 global accepts · Rating: 1300 · first AC: 2022-09-11 · last AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Kareem_Elgoker's solution](#)

600.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

601.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Kareem_Elgoker's solution](#)

602.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Kareem_Elgoker's solution](#)

603.

2171D

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

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

[Kareem_Elgoker's solution](#)

604.

2171C2

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

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[Kareem_Elgoker's solution](#)

605.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Kareem_Elgoker's solution](#)

606.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Kareem_Elgoker's solution](#)

607.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

608.

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

[Kareem_Elgoker's solution](#)

609.

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

[Kareem_Elgoker's solution](#)

610.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[Kareem_Elgoker's solution](#)

611.

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

[Kareem_Elgoker's solution](#)

612.

26B

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

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Kareem_Elgoker's solution](#)

613.

550B

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

Quality: 27,462 global accepts · Rating: 1400 · first AC: 2023-03-17 · last AC: 2025-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Kareem_Elgoker's solution](#)

614.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Kareem_Elgoker's solution](#)

615.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Kareem_Elgoker's solution](#)

616.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Kareem_Elgoker's solution](#)

617.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Kareem_Elgoker's solution](#)

618.

2033E

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

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Kareem_Elgoker's solution](#)

619.

2033C

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

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Kareem_Elgoker's solution](#)

620.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Kareem_Elgoker's solution](#)

621.

2014D

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

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Kareem_Elgoker's solution](#)

622.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Kareem_Elgoker's solution](#)

623.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Kareem_Elgoker's solution](#)

624.

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Kareem_Elgoker's solution](#)

625.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Kareem_Elgoker's solution](#)

626.

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

627.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Kareem_Elgoker's solution](#)

628.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

629.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, sortings

[Kareem_Elgoker's solution](#)

630.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Kareem_Elgoker's solution](#)

631.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Kareem_Elgoker's solution](#)

632.

2000E

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

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[Kareem_Elgoker's solution](#)

633.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Kareem_Elgoker's solution](#)

634.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Kareem_Elgoker's solution](#)

635.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Kareem_Elgoker's solution](#)

636.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kareem_Elgoker's solution](#)

637.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
[Kareem_Elgoker's solution](#)

638.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[Kareem_Elgoker's solution](#)

639.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Kareem_Elgoker's solution](#)

640.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings
[Kareem_Elgoker's solution](#)

641.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[Kareem_Elgoker's solution](#)

642.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Kareem_Elgoker's solution](#)

643.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Kareem_Elgoker's solution](#)

644.

1923C

[Find B](#) · [Tutorial](#)

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

645.

1918C

[XOR-distance](#) · [Tutorial](#)

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

646.

1914E2

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

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[Kareem_Elgoker's solution](#)

647.

1914E1

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

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

games, greedy, sortings

[Kareem_Elgoker's solution](#)

648.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Kareem_Elgoker's solution](#)

649.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,909 global accepts · Rating: 1400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Kareem_Elgoker's solution](#)

650.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Kareem_Elgoker's solution](#)

651.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Kareem_Elgoker's solution](#)

652.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2023-12-02 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Kareem_Elgoker's solution](#)

653.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

654.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

655.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

656.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,956 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

657.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Kareem_Elgoker's solution](#)

658.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Kareem_Elgoker's solution](#)

659.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Kareem_Elgoker's solution](#)

660.

1888C

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kareem_Elgoker's solution](#)

661.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Kareem_Elgoker's solution](#)

662.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Kareem_Elgoker's solution](#)

663.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Kareem_Elgoker's solution](#)

664.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[Kareem_Elgoker's solution](#)

665.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

666.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Kareem_Elgoker's solution](#)

667.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

668.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Kareem_Elgoker's solution](#)

669.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

670.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Kareem_Elgoker's solution](#)

671.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Kareem_Elgoker's solution](#)

672.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Kareem_Elgoker's solution](#)

673.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu

[Kareem_Elgoker's solution](#)

674.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Kareem_Elgoker's solution](#)

675.

278C

[Learning Languages](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dsu

[Kareem_Elgoker's solution](#)

676.

445B

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

Quality: 14,765 global accepts · Rating: 1400 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy

[Kareem_Elgoker's solution](#)

677.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Kareem_Elgoker's solution](#)

678.

1831C

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

Rating: 1400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kareem_Elgoker's solution](#)

679.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, sortings

[Kareem_Elgoker's solution](#)

680.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Kareem_Elgoker's solution](#)

681.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

682.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory

[Kareem_Elgoker's solution](#)

683.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,808 global accepts · Rating: 1400 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

684.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,713 global accepts · Rating: 1400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Kareem_Elgoker's solution](#)

685.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Kareem_Elgoker's solution](#)

686.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Kareem_Elgoker's solution](#)

687.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Kareem_Elgoker's solution](#)

688.

1800E1

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

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Kareem_Elgoker's solution](#)

689.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2023-02-13 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

graphs, math

[Kareem_Elgoker's solution](#)

690.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

691.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Kareem_Elgoker's solution](#)

692.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Kareem_Elgoker's solution](#)

693.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

694.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,914 global accepts · Rating: 1400 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kareem_Elgoker's solution](#)

695.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Kareem_Elgoker's solution](#)

696.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[Kareem_Elgoker's solution](#)

697.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Kareem_Elgoker's solution](#)

698.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Kareem_Elgoker's solution](#)

699.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[Kareem_Elgoker's solution](#)

700.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Kareem_Elgoker's solution](#)

701.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Kareem_Elgoker's solution](#)

702.

2072E

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

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Kareem_Elgoker's solution](#)

703.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Kareem_Elgoker's solution](#)

704.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Kareem_Elgoker's solution](#)

705.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Kareem_Elgoker's solution](#)

706.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Kareem_Elgoker's solution](#)

707.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[Kareem_Elgoker's solution](#)

708.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Kareem_Elgoker's solution](#)

709.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

710.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2024-08-24 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Kareem_Elgoker's solution](#)

711.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Kareem_Elgoker's solution](#)

712.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Kareem_Elgoker's solution](#)

713.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Kareem_Elgoker's solution](#)

714.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[Kareem_Elgoker's solution](#)

715.

1933E

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

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Kareem_Elgoker's solution](#)

716.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Kareem_Elgoker's solution](#)

717.

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp

[Kareem_Elgoker's solution](#)

718.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Kareem_Elgoker's solution](#)

719.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 1500 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Kareem_Elgoker's solution](#)

720.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Kareem_Elgoker's solution](#)

721.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

722.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2023-07-13 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kareem_Elgoker's solution](#)

723.

1418C

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

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Kareem_Elgoker's solution](#)

724.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,697 global accepts · Rating: 1500 · first AC: 2023-10-12 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

725.

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Kareem_Elgoker's solution](#)

726.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

727.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Kareem_Elgoker's solution](#)

728.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[Kareem_Elgoker's solution](#)

729.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Kareem_Elgoker's solution](#)

730.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Kareem_Elgoker's solution](#)

731.

192C

[Dynasty Puzzles](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

732.

1690E

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

Quality: 16,993 global accepts · Rating: 1500 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Kareem_Elgoker's solution](#)

733.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Kareem_Elgoker's solution](#)

734.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Kareem_Elgoker's solution](#)

735.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

736.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Kareem_Elgoker's solution](#)

737.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

738.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Kareem_Elgoker's solution](#)

739.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2023-07-09 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Kareem_Elgoker's solution](#)

740.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

741.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Kareem_Elgoker's solution](#)

742.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Kareem_Elgoker's solution](#)

743.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Kareem_Elgoker's solution](#)

744.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Kareem_Elgoker's solution](#)

745.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Kareem_Elgoker's solution](#)

746.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Kareem_Elgoker's solution](#)

747.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Kareem_Elgoker's solution](#)

748.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Kareem_Elgoker's solution](#)

749.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Kareem_Elgoker's solution](#)

750.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Kareem_Elgoker's solution](#)

751.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[Kareem_Elgoker's solution](#)

752.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Kareem_Elgoker's solution](#)

753.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math

[Kareem_Elgoker's solution](#)

754.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Kareem_Elgoker's solution](#)

755.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Kareem_Elgoker's solution](#)

756.

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Kareem_Elgoker's solution](#)

757.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Kareem_Elgoker's solution](#)

758.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

759.

1800E2

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

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Kareem_Elgoker's solution](#)

760.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,865 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
[Kareem_Elgoker's solution](#)

761.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2022-08-08 · last AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[Kareem_Elgoker's solution](#)

762.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 1500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers
[Kareem_Elgoker's solution](#)

763.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy
[Kareem_Elgoker's solution](#)

764.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[Kareem_Elgoker's solution](#)

765.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,653 global accepts · Rating: 1500 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Kareem_Elgoker's solution](#)

766.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[Kareem_Elgoker's solution](#)

767.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Kareem_Elgoker's solution](#)

768.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[Kareem_Elgoker's solution](#)

769.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
[Kareem_Elgoker's solution](#)

770.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

771.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Kareem_Elgoker's solution](#)

772.

2171F

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

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-20 · last AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[Kareem_Elgoker's solution](#)

773.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Kareem_Elgoker's solution](#)

774.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[Kareem_Elgoker's solution](#)

775.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[Kareem_Elgoker's solution](#)

776.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[Kareem_Elgoker's solution](#)

777.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · last AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Kareem_Elgoker's solution](#)

778.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

779.

2084D

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

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

780.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings

[Kareem_Elgoker's solution](#)

781.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2023-04-25 · last AC: 2025-03-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

782.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2024-10-30 · last AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, number theory

[Kareem_Elgoker's solution](#)

783.

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

[Kareem_Elgoker's solution](#)

784.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1600 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Kareem_Elgoker's solution](#)

785.

2065E

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

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Kareem_Elgoker's solution](#)

786.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Kareem_Elgoker's solution](#)

787.

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

[Kareem_Elgoker's solution](#)

788.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Kareem_Elgoker's solution](#)

789.

2048D

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

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

[Kareem_Elgoker's solution](#)

790.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,844 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kareem_Elgoker's solution](#)

791.

1526C2

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

Quality: 29,763 global accepts · Rating: 1600 · first AC: 2023-10-31 · last AC: 2024-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Kareem_Elgoker's solution](#)

792.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Kareem_Elgoker's solution](#)

793.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

794.

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Kareem_Elgoker's solution](#)

795.

2037E

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

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[Kareem_Elgoker's solution](#)

796.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Kareem_Elgoker's solution](#)

797.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Kareem_Elgoker's solution](#)

798.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

799.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Kareem_Elgoker's solution](#)

800.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Kareem_Elgoker's solution](#)

801.

2004D

[Colored Portals](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

802.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Kareem_Elgoker's solution](#)

803.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Kareem_Elgoker's solution](#)

804.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Kareem_Elgoker's solution](#)

805.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Kareem_Elgoker's solution](#)

806.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kareem_Elgoker's solution](#)

807.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Kareem_Elgoker's solution](#)

808.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

809.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

810.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Kareem_Elgoker's solution](#)

811.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Kareem_Elgoker's solution](#)

812.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Kareem_Elgoker's solution](#)

813.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · last AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

814.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[Kareem_Elgoker's solution](#)

815.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Kareem_Elgoker's solution](#)

816.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

817.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Kareem_Elgoker's solution](#)

818.

153A

[A + B](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 1600 · first AC: 2023-11-24 · Cobol (first AC) · Tags: *special

[Kareem_Elgoker's solution](#)

819.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[Kareem_Elgoker's solution](#)

820.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Kareem_Elgoker's solution](#)

821.

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Kareem_Elgoker's solution](#)

822.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kareem_Elgoker's solution](#)

823.

1875D

[Jellyfish and Mex](#) · [Tutorial](#)

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

824.

1234D

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

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kareem_Elgoker's solution](#)

825.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2023-02-18 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[Kareem_Elgoker's solution](#)

826.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Kareem_Elgoker's solution](#)

827.

616D

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

Quality: 12,380 global accepts · Rating: 1600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Kareem_Elgoker's solution](#)

828.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

829.

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2023-09-09 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Kareem_Elgoker's solution](#)

830.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Kareem_Elgoker's solution](#)

831.

1862E

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

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kareem_Elgoker's solution](#)

832.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Kareem_Elgoker's solution](#)

833.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Kareem_Elgoker's solution](#)

834.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Kareem_Elgoker's solution](#)

835.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Kareem_Elgoker's solution](#)

836.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation

[Kareem_Elgoker's solution](#)

837.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Kareem_Elgoker's solution](#)

838.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2023-02-07 · last AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Kareem_Elgoker's solution](#)

839.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Kareem_Elgoker's solution](#)

840.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Kareem_Elgoker's solution](#)

841.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[Kareem_Elgoker's solution](#)

842.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Kareem_Elgoker's solution](#)

843.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,173 global accepts · Rating: 1600 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings

[Kareem_Elgoker's solution](#)

844.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: trees

[Kareem_Elgoker's solution](#)

845.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs

[Kareem_Elgoker's solution](#)

846.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[Kareem_Elgoker's solution](#)

847.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[Kareem_Elgoker's solution](#)

848.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Kareem_Elgoker's solution](#)

849.

495B

[Modular Equations](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

850.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

851.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Kareem_Elgoker's solution](#)

852.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

853.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Kareem_Elgoker's solution](#)

854.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Kareem_Elgoker's solution](#)

855.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[Kareem_Elgoker's solution](#)

856.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, implementation

[Kareem_Elgoker's solution](#)

857.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Kareem_Elgoker's solution](#)

858.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

859.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2022-08-13 · MS C++ 2017 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Kareem_Elgoker's solution](#)

860.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2023-11-15 · last AC: 2026-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

861.

2050F

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

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Kareem_Elgoker's solution](#)

862.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[Kareem_Elgoker's solution](#)

863.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Kareem_Elgoker's solution](#)

864.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Kareem_Elgoker's solution](#)

865.

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2023-07-20 · last AC: 2025-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kareem_Elgoker's solution](#)

866.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Kareem_Elgoker's solution](#)

867.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Kareem_Elgoker's solution](#)

868.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math, probabilities, trees

[Kareem_Elgoker's solution](#)

869.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Kareem_Elgoker's solution](#)

870.

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

[Kareem_Elgoker's solution](#)

871.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Kareem_Elgoker's solution](#)

872.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, two pointers

[Kareem_Elgoker's solution](#)

873.

2072F

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

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Kareem_Elgoker's solution](#)

874.

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

[Kareem_Elgoker's solution](#)

875.

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

[Kareem_Elgoker's solution](#)

876.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, strings

[Kareem_Elgoker's solution](#)

877.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[Kareem_Elgoker's solution](#)

878.

2044G1

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

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Kareem_Elgoker's solution](#)

879.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, number theory

[Kareem_Elgoker's solution](#)

880.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: games

[Kareem_Elgoker's solution](#)

881.

2030D

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

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

[Kareem_Elgoker's solution](#)

882.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Kareem_Elgoker's solution](#)

883.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[Kareem_Elgoker's solution](#)

884.

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-22 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[Kareem_Elgoker's solution](#)

885.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2024-09-13 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Kareem_Elgoker's solution](#)

886.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

[Kareem_Elgoker's solution](#)

887.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Kareem_Elgoker's solution](#)

888.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2024-08-31 · last AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Kareem_Elgoker's solution](#)

889.

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[Kareem_Elgoker's solution](#)

890.

560D

[Equivalent Strings](#) · [Tutorial](#)

Quality: 1700 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[Kareem_Elgoker's solution](#)

891.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Kareem_Elgoker's solution](#)

892.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Kareem_Elgoker's solution](#)

893.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2024-08-24 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Kareem_Elgoker's solution](#)

894.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[Kareem_Elgoker's solution](#)

895.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Kareem_Elgoker's solution](#)

896.

1538D

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

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Kareem_Elgoker's solution](#)

897.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Kareem_Elgoker's solution](#)

898.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Kareem_Elgoker's solution](#)

899.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Kareem_Elgoker's solution](#)

900.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Kareem_Elgoker's solution](#)

901.

1975D

[Paint the Tree · Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Kareem_Elgoker's solution](#)

902.

1973C

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

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

[Kareem_Elgoker's solution](#)

903.

1971G

[XOUR · Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[Kareem_Elgoker's solution](#)

904.

960C

[Subsequence Counting · Tutorial](#)

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Kareem_Elgoker's solution](#)

905.

1194D

[1-2-K Game · Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Kareem_Elgoker's solution](#)

906.

797C

[Minimal string · Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2023-01-30 · last AC: 2024-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Kareem_Elgoker's solution](#)

907.

1969C

[Minimizing the Sum · Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Kareem_Elgoker's solution](#)

908.

1131F

[Asya And Kittens · Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[Kareem_Elgoker's solution](#)

909.

1955E

[Long Inversions · Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

910.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2023-07-25 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Kareem_Elgoker's solution](#)

911.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Kareem_Elgoker's solution](#)

912.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Kareem_Elgoker's solution](#)

913.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kareem_Elgoker's solution](#)

914.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Kareem_Elgoker's solution](#)

915.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Kareem_Elgoker's solution](#)

916.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Kareem_Elgoker's solution](#)

917.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kareem_Elgoker's solution](#)

918.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

919.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Kareem_Elgoker's solution](#)

920.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Kareem_Elgoker's solution](#)

921.

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Kareem_Elgoker's solution](#)

922.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Kareem_Elgoker's solution](#)

923.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Kareem_Elgoker's solution](#)

924.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Kareem_Elgoker's solution](#)

925.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Kareem_Elgoker's solution](#)

926.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, shortest paths

[Kareem_Elgoker's solution](#)

927.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Kareem_Elgoker's solution](#)

928.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,882 global accepts · Rating: 1700 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[Kareem_Elgoker's solution](#)

929.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Kareem_Elgoker's solution](#)

930.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

931.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Kareem_Elgoker's solution](#)

932.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Kareem_Elgoker's solution](#)

933.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Kareem_Elgoker's solution](#)

934.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[Kareem_Elgoker's solution](#)

935.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Kareem_Elgoker's solution](#)

936.

22C

[System Administrator](#) · [Tutorial](#)

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Kareem_Elgoker's solution](#)

937.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings

[Kareem_Elgoker's solution](#)

938.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Kareem_Elgoker's solution](#)

939.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[Kareem_Elgoker's solution](#)

940.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Kareem_Elgoker's solution](#)

941.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[Kareem_Elgoker's solution](#)

942.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Kareem_Elgoker's solution](#)

943.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2023-03-08 · last AC: 2026-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[Kareem_Elgoker's solution](#)

944.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2024-01-05 · last AC: 2026-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[Kareem_Elgoker's solution](#)

945.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Kareem_Elgoker's solution](#)

946.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math
[Kareem_Elgoker's solution](#)

947.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,596 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[Kareem_Elgoker's solution](#)

948.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[Kareem_Elgoker's solution](#)

949.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees
[Kareem_Elgoker's solution](#)

950.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2025-04-29 · last AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kareem_Elgoker's solution](#)

951.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[Kareem_Elgoker's solution](#)

952.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-03-26 · last AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[Kareem_Elgoker's solution](#)

953.

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2023-07-22 · last AC: 2025-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics

[Kareem_Elgoker's solution](#)

954.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

955.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Kareem_Elgoker's solution](#)

956.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Kareem_Elgoker's solution](#)

957.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2025-02-11 · last AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Kareem_Elgoker's solution](#)

958.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1800 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer

[Kareem_Elgoker's solution](#)

959.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Kareem_Elgoker's solution](#)

960.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Kareem_Elgoker's solution](#)

961.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Kareem_Elgoker's solution](#)

962.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Kareem_Elgoker's solution](#)

963.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Kareem_Elgoker's solution](#)

964.

2025D

[Attribute Checks](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

965.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Kareem_Elgoker's solution](#)

966.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Kareem_Elgoker's solution](#)

967.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Kareem_Elgoker's solution](#)

968.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Kareem_Elgoker's solution](#)

969.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Kareem_Elgoker's solution](#)

970.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Kareem_Elgoker's solution](#)

971.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

972.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2024-01-30 · last AC: 2024-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Kareem_Elgoker's solution](#)

973.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[Kareem_Elgoker's solution](#)

974.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Kareem_Elgoker's solution](#)

975.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Kareem_Elgoker's solution](#)

976.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Kareem_Elgoker's solution](#)

977.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Kareem_Elgoker's solution](#)

978.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[Kareem_Elgoker's solution](#)

979.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, greedy, two pointers

[Kareem_Elgoker's solution](#)

980.

221D

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 1800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kareem_Elgoker's solution](#)

981.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2023-08-03 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, two pointers

[Kareem_Elgoker's solution](#)

982.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-03-08 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[Kareem_Elgoker's solution](#)

983.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Kareem_Elgoker's solution](#)

984.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

985.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kareem_Elgoker's solution](#)

986.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[Kareem_Elgoker's solution](#)

987.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Kareem_Elgoker's solution](#)

988.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

989.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2023-09-16 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kareem_Elgoker's solution](#)

990.

1249D2

[Too Many Segments \(hard version\) · Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Kareem_Elgoker's solution](#)

991.

1872F

[Selling a Menagerie · Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Kareem_Elgoker's solution](#)

992.

1862F

[Magic Will Save the World · Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Kareem_Elgoker's solution](#)

993.

1859D

[Andrey and Escape from Copygrad · Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Kareem_Elgoker's solution](#)

994.

1846F

[Rudolph and Mimic · Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Kareem_Elgoker's solution](#)

995.

1846E2

[Rudolf and Snowflakes \(hard version\) · Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[Kareem_Elgoker's solution](#)

996.

220B

[Little Elephant and Array · Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Kareem_Elgoker's solution](#)

997.

1675F

[Vlad and Unfinished Business · Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kareem_Elgoker's solution](#)

998.

1843F1

[Omsk Metro \(simple version\) · Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Kareem_Elgoker's solution](#)

999.

1367D

[Task On The Board · Tutorial](#)

Quality: 8,816 global accepts · Rating: 1800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

1000.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Kareem_Elgoker's solution](#)

1001.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Kareem_Elgoker's solution](#)

1002.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,914 global accepts · Rating: 1800 · first AC: 2022-08-18 · MS C++ 2017 (first AC) · Tags: binary search, greedy

[Kareem_Elgoker's solution](#)

1003.

478C

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

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2022-08-13 · MS C++ 2017 (first AC) · Tags: greedy

[Kareem_Elgoker's solution](#)

1004.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2023-03-04 · last AC: 2026-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Kareem_Elgoker's solution](#)

1005.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2024-01-12 · last AC: 2026-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[Kareem_Elgoker's solution](#)

1006.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2023-07-16 · last AC: 2026-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

1007.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Kareem_Elgoker's solution](#)

1008.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Kareem_Elgoker's solution](#)

1009.

1591D

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

Rating: 1900 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Kareem_Elgoker's solution](#)

1010.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[Kareem_Elgoker's solution](#)

1011.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Kareem_Elgoker's solution](#)

1012.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · last AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[Kareem_Elgoker's solution](#)

1013.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[Kareem_Elgoker's solution](#)

1014.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Kareem_Elgoker's solution](#)

1015.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2025-04-29 · last AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Kareem_Elgoker's solution](#)

1016.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2025-04-22 · last AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[Kareem_Elgoker's solution](#)

1017.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[Kareem_Elgoker's solution](#)

1018.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Kareem_Elgoker's solution](#)

1019.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[Kareem_Elgoker's solution](#)**1020.**

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2025-02-18 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Kareem_Elgoker's solution](#)**1021.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Kareem_Elgoker's solution](#)**1022.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Kareem_Elgoker's solution](#)**1023.**

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

[Kareem_Elgoker's solution](#)**1024.**

2044G2

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

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Kareem_Elgoker's solution](#)**1025.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Kareem_Elgoker's solution](#)**1026.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Kareem_Elgoker's solution](#)**1027.**

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)**1028.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

1029.

2026D

[Sums of Segments](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

1030.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Kareem_Elgoker's solution](#)

1031.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Kareem_Elgoker's solution](#)

1032.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Kareem_Elgoker's solution](#)

1033.

2013D

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

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

[Kareem_Elgoker's solution](#)

1034.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Kareem_Elgoker's solution](#)

1035.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Kareem_Elgoker's solution](#)

1036.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Kareem_Elgoker's solution](#)

1037.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Kareem_Elgoker's solution](#)

1038.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Kareem_Elgoker's solution](#)

1039.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Kareem_Elgoker's solution](#)

1040.

1998C

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

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Kareem_Elgoker's solution](#)

1041.

1992F

[Valuable Cards · Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Kareem_Elgoker's solution](#)

1042.

1980F1

[Field Division \(easy version\) · Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Kareem_Elgoker's solution](#)

1043.

1974F

[Cutting Game · Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Kareem_Elgoker's solution](#)

1044.

1405D

[Tree Tag · Tutorial](#)

Rating: 1900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[Kareem_Elgoker's solution](#)

1045.

1400D

[Zigzags · Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Kareem_Elgoker's solution](#)

1046.

817D

[Imbalanced Array · Tutorial](#)

Quality: 6,290 global accepts · Rating: 1900 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Kareem_Elgoker's solution](#)

1047.

1968G1

[Division + LCP \(easy version\) · Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Kareem_Elgoker's solution](#)

1048.

1969D

[Shop Game · Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Kareem_Elgoker's solution](#)

1049.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Kareem_Elgoker's solution](#)

1050.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2023-06-30 · last AC: 2024-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, trees

[Kareem_Elgoker's solution](#)

1051.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Kareem_Elgoker's solution](#)

1052.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Kareem_Elgoker's solution](#)

1053.

1902E

[Collapsing Strings](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-08 · last AC: 2024-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Kareem_Elgoker's solution](#)

1054.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Kareem_Elgoker's solution](#)

1055.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Kareem_Elgoker's solution](#)

1056.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Kareem_Elgoker's solution](#)

1057.

1921F

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

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Kareem_Elgoker's solution](#)

1058.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Kareem_Elgoker's solution](#)

1059.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Kareem_Elgoker's solution](#)

1060.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Kareem_Elgoker's solution](#)

1061.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Kareem_Elgoker's solution](#)

1062.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kareem_Elgoker's solution](#)

1063.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Kareem_Elgoker's solution](#)

1064.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Kareem_Elgoker's solution](#)

1065.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Kareem_Elgoker's solution](#)

1066.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Kareem_Elgoker's solution](#)

1067.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[Kareem_Elgoker's solution](#)

1068.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Kareem_Elgoker's solution](#)

1069.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Kareem_Elgoker's solution](#)

1070.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, trees

[Kareem_Elgoker's solution](#)

1071.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Kareem_Elgoker's solution](#)

1072.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,908 global accepts · Rating: 1900 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Kareem_Elgoker's solution](#)

1073.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Kareem_Elgoker's solution](#)

1074.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[Kareem_Elgoker's solution](#)

1075.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2026-04-20 · last AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, two pointers

[Kareem_Elgoker's solution](#)

1076.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

1077.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2024-09-16 · last AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Kareem_Elgoker's solution](#)

1078.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2023-10-16 · last AC: 2026-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[Kareem_Elgoker's solution](#)

1079.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[Kareem_Elgoker's solution](#)

1080.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Kareem_Elgoker's solution](#)

1081.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[Kareem_Elgoker's solution](#)

1082.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Kareem_Elgoker's solution](#)

1083.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Kareem_Elgoker's solution](#)

1084.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Kareem_Elgoker's solution](#)

1085.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Kareem_Elgoker's solution](#)

1086.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Kareem_Elgoker's solution](#)

1087.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-27 · last AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Kareem_Elgoker's solution](#)

1088.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp,

math, probabilities

[Kareem_Elgoker's solution](#)

1089.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 2000 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[Kareem_Elgoker's solution](#)

1090.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Kareem_Elgoker's solution](#)

1091.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Kareem_Elgoker's solution](#)

1092.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Kareem_Elgoker's solution](#)

1093.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2025-02-18 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Kareem_Elgoker's solution](#)

1094.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Kareem_Elgoker's solution](#)

1095.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Kareem_Elgoker's solution](#)

1096.

2057D

[Gifts Order](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

1097.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Kareem_Elgoker's solution](#)

1098.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Kareem_Elgoker's solution](#)

1099.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · last AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Kareem_Elgoker's solution](#)

1100.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Kareem_Elgoker's solution](#)

1101.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kareem_Elgoker's solution](#)

1102.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Kareem_Elgoker's solution](#)

1103.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2024-09-18 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Kareem_Elgoker's solution](#)

1104.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Kareem_Elgoker's solution](#)

1105.

1281E

[Jeremy Bearimy](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-09-09 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, trees

[Kareem_Elgoker's solution](#)

1106.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2024-09-08 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[Kareem_Elgoker's solution](#)

1107.

447D

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

Rating: 2000 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Kareem_Elgoker's solution](#)

1108.

263C

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

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar,

implementation

[Kareem_Elgoker's solution](#)

1109.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Kareem_Elgoker's solution](#)

1110.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2023-10-17 · last AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Kareem_Elgoker's solution](#)

1111.

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-08-22 · last AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, graph matchings, greedy

[Kareem_Elgoker's solution](#)

1112.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Kareem_Elgoker's solution](#)

1113.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Kareem_Elgoker's solution](#)

1114.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Kareem_Elgoker's solution](#)

1115.

450D

[Jzzhu and Cities](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Kareem_Elgoker's solution](#)

1116.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kareem_Elgoker's solution](#)

1117.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Kareem_Elgoker's solution](#)

1118.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data

structures, divide and conquer, implementation, two pointers

[Kareem_Elgoker's solution](#)

1119.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Kareem_Elgoker's solution](#)

1120.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Kareem_Elgoker's solution](#)

1121.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[Kareem_Elgoker's solution](#)

1122.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math

[Kareem_Elgoker's solution](#)

1123.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Kareem_Elgoker's solution](#)

1124.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Kareem_Elgoker's solution](#)

1125.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

1126.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Kareem_Elgoker's solution](#)

1127.

1944D

[Non-Palindromic Substring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[Kareem_Elgoker's solution](#)

1128.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Kareem_Elgoker's solution](#)

1129.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Kareem_Elgoker's solution](#)

1130.

1931G

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

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Kareem_Elgoker's solution](#)

1131.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Kareem_Elgoker's solution](#)

1132.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Kareem_Elgoker's solution](#)

1133.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Kareem_Elgoker's solution](#)

1134.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Kareem_Elgoker's solution](#)

1135.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Kareem_Elgoker's solution](#)

1136.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Kareem_Elgoker's solution](#)

1137.

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[Kareem_Elgoker's solution](#)

1138.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Kareem_Elgoker's solution](#)

1139.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[Kareem_Elgoker's solution](#)

1140.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Kareem_Elgoker's solution](#)

1141.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

1142.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Kareem_Elgoker's solution](#)

1143.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Kareem_Elgoker's solution](#)

1144.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp

[Kareem_Elgoker's solution](#)

1145.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Kareem_Elgoker's solution](#)

1146.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Kareem_Elgoker's solution](#)

1147.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Kareem_Elgoker's solution](#)

1148.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[Kareem_Elgoker's solution](#)

1149.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2022-08-18 · MS C++ 2017 (first AC) · Tags: binary search, greedy, two pointers

[Kareem_Elgoker's solution](#)

1150.

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

[Kareem_Elgoker's solution](#)

1151.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Kareem_Elgoker's solution](#)

1152.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Kareem_Elgoker's solution](#)

1153.

2004E

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

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-15 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Kareem_Elgoker's solution](#)

1154.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Kareem_Elgoker's solution](#)

1155.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Kareem_Elgoker's solution](#)

1156.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2023-12-01 · last AC: 2025-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[Kareem_Elgoker's solution](#)

1157.

1265E

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

Quality: 4,523 global accepts · Rating: 2100 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, probabilities

[Kareem_Elgoker's solution](#)

1158.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Kareem_Elgoker's solution](#)

1159.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2025-03-08 · last AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Kareem_Elgoker's solution](#)

1160.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[Kareem_Elgoker's solution](#)

1161.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2025-03-06 · last AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kareem_Elgoker's solution](#)

1162.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-23 · last AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Kareem_Elgoker's solution](#)

1163.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Kareem_Elgoker's solution](#)

1164.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2024-11-28 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Kareem_Elgoker's solution](#)

1165.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-11-28 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Kareem_Elgoker's solution](#)

1166.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Kareem_Elgoker's solution](#)

1167.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Kareem_Elgoker's solution](#)

1168.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs,

greedy, shortest paths

[Kareem_Elgoker's solution](#)

1169.

1998D

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

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Kareem_Elgoker's solution](#)

1170.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Kareem_Elgoker's solution](#)

1171.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Kareem_Elgoker's solution](#)

1172.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Kareem_Elgoker's solution](#)

1173.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[Kareem_Elgoker's solution](#)

1174.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Kareem_Elgoker's solution](#)

1175.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2023-10-17 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Kareem_Elgoker's solution](#)

1176.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Kareem_Elgoker's solution](#)

1177.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-11-05 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Kareem_Elgoker's solution](#)

1178.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math
[Kareem_Elgoker's solution](#)

1179.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[Kareem_Elgoker's solution](#)

1180.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees
[Kareem_Elgoker's solution](#)

1181.

56D

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

Quality: 2,095 global accepts · Rating: 2100 · first AC: 2023-07-11 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Kareem_Elgoker's solution](#)

1182.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[Kareem_Elgoker's solution](#)

1183.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search
[Kareem_Elgoker's solution](#)

1184.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[Kareem_Elgoker's solution](#)

1185.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2026-04-16 · last AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings, two pointers
[Kareem_Elgoker's solution](#)

1186.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[Kareem_Elgoker's solution](#)

1187.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
[Kareem_Elgoker's solution](#)

1188.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kareem_Elgoker's solution](#)

1189.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Kareem_Elgoker's solution](#)

1190.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · last AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Kareem_Elgoker's solution](#)

1191.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Kareem_Elgoker's solution](#)

1192.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Kareem_Elgoker's solution](#)

1193.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Kareem_Elgoker's solution](#)

1194.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Kareem_Elgoker's solution](#)

1195.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, probabilities, trees

[Kareem_Elgoker's solution](#)

1196.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Kareem_Elgoker's solution](#)

1197.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[Kareem_Elgoker's solution](#)

1198.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · last AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Kareem_Elgoker's solution](#)

1199.

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 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Kareem_Elgoker's solution](#)

1200.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Kareem_Elgoker's solution](#)

1201.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · last AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Kareem_Elgoker's solution](#)

1202.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Kareem_Elgoker's solution](#)

1203.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Kareem_Elgoker's solution](#)

1204.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Kareem_Elgoker's solution](#)

1205.

2030E

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

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

[Kareem_Elgoker's solution](#)

1206.

2025E

[Card Game](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

1207.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Kareem_Elgoker's solution](#)

1208.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[Kareem_Elgoker's solution](#)

1209.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Kareem_Elgoker's solution](#)

1210.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-08-22 · last AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math

[Kareem_Elgoker's solution](#)

1211.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Kareem_Elgoker's solution](#)

1212.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Kareem_Elgoker's solution](#)

1213.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Kareem_Elgoker's solution](#)

1214.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Kareem_Elgoker's solution](#)

1215.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Kareem_Elgoker's solution](#)

1216.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kareem_Elgoker's solution](#)

1217.

1921G

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

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Kareem_Elgoker's solution](#)

1218.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kareem_Elgoker's solution](#)

1219.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kareem_Elgoker's solution](#)

1220.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Kareem_Elgoker's solution](#)

1221.

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Kareem_Elgoker's solution](#)

1222.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

1223.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kareem_Elgoker's solution](#)

1224.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Kareem_Elgoker's solution](#)

1225.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2026-05-03 · last AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, strings

[Kareem_Elgoker's solution](#)

1226.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Kareem_Elgoker's solution](#)

1227.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, dp, graphs, trees

[Kareem_Elgoker's solution](#)

1228.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Kareem_Elgoker's solution](#)

1229.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Kareem_Elgoker's solution](#)

1230.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Kareem_Elgoker's solution](#)

1231.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: meet-in-the-middle

[Kareem_Elgoker's solution](#)

1232.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Kareem_Elgoker's solution](#)

1233.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-02-06 · last AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Kareem_Elgoker's solution](#)

1234.

2057E1

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

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

[Kareem_Elgoker's solution](#)

1235.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Kareem_Elgoker's solution](#)

1236.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2024-12-12 · last AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, fft, math

[Kareem_Elgoker's solution](#)

1237.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Kareem_Elgoker's solution](#)

1238.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-07-08 · last AC: 2024-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Kareem_Elgoker's solution](#)

1239.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Kareem_Elgoker's solution](#)

1240.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Kareem_Elgoker's solution](#)

1241.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, graphs

[Kareem_Elgoker's solution](#)

1242.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-21 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Kareem_Elgoker's solution](#)

1243.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Kareem_Elgoker's solution](#)

1244.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[Kareem_Elgoker's solution](#)

1245.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-02-11 · last AC: 2025-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Kareem_Elgoker's solution](#)

1246.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Kareem_Elgoker's solution](#)

1247.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, string suffix structures, strings

[Kareem_Elgoker's solution](#)

1248.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Kareem_Elgoker's solution](#)

1249.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, string suffix structures, strings

[Kareem_Elgoker's solution](#)

1250.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[Kareem_Elgoker's solution](#)

1251.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Kareem_Elgoker's solution](#)

1252.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Kareem_Elgoker's solution](#)

1253.

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

[Kareem_Elgoker's solution](#)

1254.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Kareem_Elgoker's solution](#)

1255.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 2400 · first AC: 2025-01-15 · last AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices, probabilities

[Kareem_Elgoker's solution](#)

1256.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and

conquer, dp, fft, math

[Kareem_Elgoker's solution](#)

1257.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Kareem_Elgoker's solution](#)

1258.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-10-08 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Kareem_Elgoker's solution](#)

1259.

758F

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

Quality: 713 global accepts · Rating: 2400 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Kareem_Elgoker's solution](#)

1260.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Kareem_Elgoker's solution](#)

1261.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Kareem_Elgoker's solution](#)

1262.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · last AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Kareem_Elgoker's solution](#)

1263.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, greedy

[Kareem_Elgoker's solution](#)

1264.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2025-02-28 · last AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[Kareem_Elgoker's solution](#)

1265.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Kareem_Elgoker's solution](#)

1266.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Kareem_Elgoker's solution](#)

1267.

1527E

[Partition Game · Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Kareem_Elgoker's solution](#)

1268.

660F

[Bear and Bowling 4 · Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Kareem_Elgoker's solution](#)

1269.

868F

[Yet Another Minimization Problem · Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Kareem_Elgoker's solution](#)

1270.

528D

[Fuzzy Search · Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, fft

[Kareem_Elgoker's solution](#)

1271.

484E

[Sign on Fence · Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-01-20 · last AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures

[Kareem_Elgoker's solution](#)

1272.

1778E

[The Tree Has Fallen! · Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2025-01-15 · last AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Kareem_Elgoker's solution](#)

1273.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Kareem_Elgoker's solution](#)

1274.

2026E

[Best Subsequence · Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Kareem_Elgoker's solution](#)

1275.

1037F

[Maximum Reduction · Tutorial](#)

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Kareem_Elgoker's solution](#)

1276.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Kareem_Elgoker's solution](#)

1277.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Kareem_Elgoker's solution](#)

1278.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-02-22 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Kareem_Elgoker's solution](#)

1279.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Kareem_Elgoker's solution](#)

1280.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kareem_Elgoker's solution](#)

1281.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing

[Kareem_Elgoker's solution](#)

1282.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Kareem_Elgoker's solution](#)

1283.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[Kareem_Elgoker's solution](#)

1284.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-05-06 · last AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[Kareem_Elgoker's solution](#)

1285.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-05-03 · last AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

string suffix structures, strings, trees

[Kareem_Elgoker's solution](#)

1286.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[Kareem_Elgoker's solution](#)

1287.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Kareem_Elgoker's solution](#)

1288.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[Kareem_Elgoker's solution](#)

1289.

1348F

[Phoenix and Memory](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Kareem_Elgoker's solution](#)

1290.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Kareem_Elgoker's solution](#)

1291.

2169F

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

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Kareem_Elgoker's solution](#)

1292.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[Kareem_Elgoker's solution](#)

1293.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2025-05-03 · last AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Kareem_Elgoker's solution](#)

1294.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[Kareem_Elgoker's solution](#)

1295.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-07-18 · last AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Kareem_Elgoker's solution](#)

1296.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat

[Kareem_Elgoker's solution](#)

1297.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation

[Kareem_Elgoker's solution](#)

1298.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Kareem_Elgoker's solution](#)

1299.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-11-28 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Kareem_Elgoker's solution](#)

1300.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2024-11-28 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Kareem_Elgoker's solution](#)

1301.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Kareem_Elgoker's solution](#)

1302.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kareem_Elgoker's solution](#)

1303.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, fft

[Kareem_Elgoker's solution](#)

1304.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, strings

[Kareem_Elgoker's solution](#)

1305.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Kareem_Elgoker's solution](#)

1306.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Kareem_Elgoker's solution](#)

1307.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, string suffix structures

[Kareem_Elgoker's solution](#)

1308.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2025-02-28 · last AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Kareem_Elgoker's solution](#)

1309.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Kareem_Elgoker's solution](#)

1310.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Kareem_Elgoker's solution](#)

1311.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Kareem_Elgoker's solution](#)

1312.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[Kareem_Elgoker's solution](#)

1313.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-06 · last AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Kareem_Elgoker's solution](#)

1314.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Kareem_Elgoker's solution](#)

1315.

2116F

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Kareem_Elgoker's solution](#)

1316.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kareem_Elgoker's solution](#)

1317.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2900 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kareem_Elgoker's solution](#)

1318.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, matrices

[Kareem_Elgoker's solution](#)

1319.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Kareem_Elgoker's solution](#)

1320.

103134C

[Harada and the lucky numbers](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1321.

103134H

[The comedian Nathan](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1322.

103134A

[Kobus hates sweepstakes](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1323.

103134G

[The blut dot game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1324.

103134F

[Confusing Morete](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1325.

103134B

[Guidi wants to be stronger](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1326.

103134E

[Learning new languages](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1327.

103134D

[Corona Mashup](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1328.

103134I

[Competitive Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1329.

103134J

[Raphael singer](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1330.

101810L

[Lazy Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1331.

101810G

[Power of String](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1332.

101810K

[League of Demacia](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1333.

101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1334.

101810D

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1335.

101810J

[T-Shirts Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1336.

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1337.

101810B

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

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1338.

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1339.

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1340.

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1341.

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1342.

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1343.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[Kareem_Elgoker's solution](#)

1344.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Kareem_Elgoker's solution](#)

1345.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks

[Kareem_Elgoker's solution](#)

1346.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Kareem_Elgoker's solution](#)

1347.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[Kareem_Elgoker's solution](#)

1348.

104147G

[You're Milky](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1349.

104147E

[I am not done yet](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1350.

104147J

[Two Faced Hobz](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1351.

104147D

[Do and Tak Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1352.

104147I

[Wigz](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1353.

104147H

[Alexandria Library](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1354.

104147F

[Nesr El Sieve](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1355.

104147B

[I'll call him Hanya](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1356.

104147K

[Hobz is a good guy](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1357.

104147A

[Round 1](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1358.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · last AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1359.

101606H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · last AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1360.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1361.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1362.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1363.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1364.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1365.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1366.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1367.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1368.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1369.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1370.

106351K

[Wala matgeesh bra7tek howa enty hatzeleniiii](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1371.

106351C

[Fady: Ya baraaaa el mat3am feeen](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1372.

106351D

[Ashraf's Town](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1373.

106351I

[Omar and Data Structures 1](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1374.

106351G

[Zeyad's Symmetric Functions](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1375.

106351H

[Fady mesh fady](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1376.

106351E

[Baby Baraa playing with LEGO](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1377.

106351J

[Zaghloul and the spies](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1378.

106351F

[El mask mesh hena](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1379.

106351B

[El GCD haywady Ashraf fe 7eta tanya](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1380.

106351A

[Zagloul welcoming](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1381.

104544J

[The Set Terminator](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1382.

104544K

[The Backrooms](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1383.

104544E

[Bad Luck Blackie](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1384.

104544F

[The Birthday Present](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1385.

104544H

[Obada's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1386.

104544C

[K-th LNCA](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1387.

104544I

[At War With The Army](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1388.

104544M

[Be Aware of Your Profile Picture](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1389.

104544A

[Eh Seedie, Hot Bel Kherej](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1390.

104544G

[Now I Know You Are Blind Man, But You Gotta See This](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1391.

104544D

[For A Few Dollars More](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1392.

104544B

[The Good Judge](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1393.

104544L

[The Washing Machine Monster](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1394.

101466I

[Math Class](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · last AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1395.

101466G

[Generative Model](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1396.

101466A

[Gaby And Addition](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1397.

101466K

[Random Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1398.

101466C

[Planet Communcation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1399.

101466J

[Jeronimo's List](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1400.

101466D

[Double it](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1401.

101466E

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1402.

101466F

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

Rating: — · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1403.

101466B

[Maximum Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1404.

101466H

[Logo](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1405.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1406.

101982E

[Cops And Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1407.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1408.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1409.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1410.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1411.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1412.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1413.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1414.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1415.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1416.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1417.

101473B

[Balloon](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1418.

101473G

[Lines of Containers](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1419.

101473J

[Trucks](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1420.

101473H

[Buses](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1421.

101473I

[Patches](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1422.

101473D

[Folding Machine](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1423.

101473F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1424.

101473C

[Boss](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1425.

101473E

[Dangerous Dive](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1426.

101473A

[Zero or One](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1427.

104545E

[Enigma of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · last AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1428.

104545I

[Initial Ideas](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1429.

104545D

[Divine Music](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1430.

104545C

[Coffee Break](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1431.

104545G

[Gusteseu and Maynotauro](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1432.

104545B

[Balloon Quantum Popping](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1433.

104545F

[Fierce election](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1434.

104545A

[Agorabusiness](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1435.

104545H

[Hero Morethor](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1436.

104545J

[Joyful Feast of the Gods](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1437.

106289C

[Caterpillar](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1438.

106289F

[Harvest Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1439.

106289G

[Joseph's Puzzle, Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1440.

106289M

[Xaleid scopiX](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1441.

106289L

[Unequal](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1442.

106289B

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1443.

106289J

[More Banknote](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1444.

106289A

[112358](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1445.

106289D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1446.

106289K

[Still Another Connecting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1447.

106289I

[Mofusigil's String Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1448.

106289H

[Medal](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1449.

106159H

[Hardcore Aura Farming](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · last AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1450.

106159M

[Mapping Tactics](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1451.

106159G

[Gelatos from Goiás](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

1452.

106159N

[Nautic Issue](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1453.

106159D

[Djqifs Tijgu](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1454.

106159F

[Falatro](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

1455.

106159A

[Analyzing the Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1456.

106159C

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

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1457.

106159L

[Leveling Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1458.

106159E

[Elementary Data Structure Problem](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

1459.

106159I

[Ivo saw the UVa](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

1460.

106159B

[Bauru](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1461.

106159K

[Kronos](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1462.

106159J

[Jolly Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1463.

105900G

[Graph of Love](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1464.

105900F

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1465.

105900I

[Inventing Names](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1466.

105900D

[Delirium at Unballoon](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1467.

105900E

[Elementary Magical School of Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1468.

105900N

[Na zdrowie](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1469.

105900M

[Minimum Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1470.

105900B

[Boundless Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1471.

105900J

[Joining Xegos](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1472.

105900L

[Lagrange's Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1473.

105900K

[Koga needs you](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1474.

105900A

[Ascending mountains](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1475.

106241M

[Ultimate K-Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · last AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1476.

106241B

[Bouncing Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1477.

106241O

[Ya Masa2 EI Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · last AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1478.

106241K

[Good Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1479.

106241I

[Er7am EI Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1480.

106241G

[Journey Around The World](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1481.

106241F

[GCD <-> LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1482.

106241A

[Ya Sabah EI GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1483.

106241H

[Yasser and Arithmetic Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1484.

106241J

[Zaseb EI Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1485.

106241N

[Ma3rofa 2Isra7a](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1486.

106241E

[Sheesh EI Beesh](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1487.

106241D

[Mini-Max Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1488.

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · last AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1489.

102263K

[Smart Strategies](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1490.

102263L

[Burgers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1491.

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1492.

102263F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1493.

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1494.

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1495.

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1496.

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1497.

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1498.

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1499.

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1500.

101350L

[All's Wall That Ends Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1501.

101350F

[Monkeying Around](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1502.

101350A

[Sherlock Bones](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1503.

101350G

[Snake Rana](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1504.

101350K

[Owl Geeks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1505.

101350J

[Lazy Physics Cat](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1506.

101350E

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

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1507.

101350I

[Mirrored String II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1508.

101350H

[Mirrored String I](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1509.

101350D

[Magical Bamboos](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1510.

101350M

[Make Cents?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1511.

101350C

[Cheap Kangaroo](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1512.

101350B

[Unusual Team](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1513.

101992I

[A sky full of stars](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · last AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1514.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · last AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1515.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1516.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1517.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1518.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1519.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1520.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1521.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1522.

104505D

[Supermarket queue](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1523.

101908M

[Modifying SAT](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1524.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1525.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1526.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1527.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1528.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1529.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1530.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1531.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1532.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1533.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1534.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1535.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1536.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1537.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1538.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1539.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1540.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1541.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1542.

101755G

[Underpalindromity](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1543.

101755D

[Transfer Window](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1544.

101755I

[Guess the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1545.

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1546.

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1547.

101755K

[Video Reviews](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1548.

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1549.

101755C

[Third-Party Software](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1550.

101755L

[Queries on a String](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1551.

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1552.

101755E

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

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1553.

101755J

[Parallelograms](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1554.

101755A

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

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1555.

105493B

[Scientific Hypotheses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1556.

105493E

[Training Camps](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1557.

105493G

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

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1558.

105493F

[Volunteering](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1559.

105493H

[Tiring Wait](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1560.

105493D

[Conspiracy Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1561.

105493I

[Fair Diversity](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1562.

105493A

[New Functionality](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1563.

100030I

[Prohibition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1564.

100030F

[Magic Chains](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1565.

100030J

[Secret Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1566.

100030A

[Innovative Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1567.

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1568.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1569.

100030E

[Tests Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1570.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1571.

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1572.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1573.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1574.

100030C

[Pink Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1575.

106110E

[Final Rankings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1576.

106110D

[TL, ML or OK?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1577.

106110C

[Integer Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1578.

106110F

[Compromise](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1579.

106110G

[A + B = C](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1580.

106110B

[What to solve next?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1581.

106110A

[Load Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1582.

106110H

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

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1583.

106167G

[Grid Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · last AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1584.

106167N

[Natural Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1585.

106167I

[Index Case](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1586.

106167D

[Decrypting Zodiac](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1587.

106167L

[Looking for Waldo](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1588.

106167A

[Amusement Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1589.

106167K

[Killjoys' Conference](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1590.

106167H

[Hectic Harbour II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1591.

106167E

[Excursion to Porvoo](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1592.

106167C

[Card Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1593.

106167M

[Monty's Hall](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1594.

106167B

[Brexiting and Brentering](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1595.

105993H

[Sortable Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1596.

105993F

[A Problem You Will Hate More Than Yourself 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1597.

105993L

[Dynamic String Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1598.

105993C

[Shortest Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1599.

105993I

[Largest Divisible by Nine](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1600.

105993D

[Black Nodes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1601.

105993G

[Grid Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1602.

105993A

[Olives and Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1603.

105993J

[Pixel Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1604.

105993E

[Eating The Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1605.

105993M

[Rob And Lie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1606.

105993K

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1607.

105993B

[Let's Go Swimming!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1608.

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1609.

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1610.

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1611.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1612.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1613.

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1614.

106073C

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

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1615.

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1616.

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1617.

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1618.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1619.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1620.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1621.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1622.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1623.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1624.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1625.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1626.

104603K

[Kitties](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · last AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1627.

106107M

[Roots of Exclusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1628.

106107D

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

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1629.

106107E

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

Rating: — · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1630.

106107C

[DGeneral Hamilton's Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1631.

106107L

[Integer Average](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1632.

106107H

[String Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1633.

106107K

[Least Common Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1634.

106107B

[CoCo Count](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1635.

106107I

[Binary Reverser](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1636.

106107A

[Zigzag Parity](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1637.

106107F

[A bitty problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1638.

106107G

[Count the squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1639.

105925G

[Grover and His Special Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1640.

105925C

[Matrix Logic Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1641.

105925M

[Spooky Movement at a Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1642.

105925I

[Inspecting the Entanglement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1643.

105925B

[Periodic Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1644.

105925F

[Feynman Memorizing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1645.

105925J

[Journey of the Particles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1646.

105925E

[Particle Energization](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1647.

105925L

[qPhones Production Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1648.

105925D

[Quantum Decoherence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1649.

105925H

[Binary Palindromic Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1650.

105925A

[Ambiguous Schrödinger Cat](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1651.

105974D

[Range Xor Subsequence Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1652.

106098G

[Bald and Isabel](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · last AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1653.

106098H

[Farouk and Tape](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1654.

106098E

[Farouk and Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1655.

106098J

[Bald and Eslam](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1656.

106098K

[Farouk and MEX Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1657.

106098F

[MEDAA and the Jumping Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1658.

106098I

[MEDAA and Totients](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1659.

106098D

[Bald and Siniora](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1660.

106098B

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

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1661.

106098C

[MEDAA and Mohamed Hazem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1662.

106098M

[MEDAA, Farouk, and Bald](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1663.

106098A

[Bald and Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1664.

106098L

[MEDAA and subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1665.

104603G

[Great Heights](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1666.

104603J

[Jester in danger](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1667.

104603I

[Regional Integration](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1668.

104603H

[Robotic Skills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1669.

104603E

[Finding progressions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1670.

104603N

[Lucky Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1671.

104603M

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

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1672.

104603D

[Assigning problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1673.

104603C

[Chromatic](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1674.

104603A

[Alfajores](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1675.

104603F

[Cold day at the beach](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1676.

104603B

[Black and white](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1677.

104603L

[Game series](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1678.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1679.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1680.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1681.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1682.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1683.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1684.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1685.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1686.

105904J

[Joining Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1687.

105904H

[Hacker in the system](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1688.

105904E

[Enhancing 25 de Março deliveries](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1689.

105904B

[Bicycle in Ibirapuera](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1690.

105904F

[Fleeing from the Heat](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1691.

105904D

[Dealing with São Paulo Hot Dogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1692.

105904N

[Number of Steps](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1693.

105904K

[Kickboxing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1694.

105904C

[Cities in Sao Paulo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1695.

105904G

[Guaranteeing SP](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1696.

105904L

[Leaving books at their correct piles](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1697.

105904A

[Amount of food for tigers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1698.

106068D

[Ba3d Khamsa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1699.

106068H

[Wanna win? Solve](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1700.

106068G

[Fire Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1701.

106068J

[Washing Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1702.

106068E

[Sasha and palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1703.

106068K

[Hassan VS Naya](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1704.

106068L

[Triangle hole](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1705.

106068A

[Correct Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1706.

106068B

[SCPC is Typing...](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1707.

106068C

[Stones Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1708.

106068I

[The judges problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1709.

106068F

[Good Luck Syria](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1710.

106063E

[El Juego del Calamar](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1711.

106063I

[Isaac and MOD Convolution](#) · Tutorial

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1712.

106063H

[Heritage of Acatlán](#) · Tutorial

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1713.

106063J

[Juan vs Frank](#) · Tutorial

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1714.

106063G

[Gatuno's Descent into Psychopathy](#) · Tutorial

Rating: — · first AC: 2025-09-05 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1715.

106063F

[Fantastic Robot](#) · Tutorial

Rating: — · first AC: 2025-09-05 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1716.

106063L

[Los Ratones III](#) · Tutorial

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1717.

106063K

[Kilometric Intersection](#) · Tutorial

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1718.

106063B

[Bytelandia's stones](#) · Tutorial

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1719.

106063A

[Archmage's Crystals](#) · Tutorial

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1720.

103960L

[Listing Tedious Paths](#) · Tutorial

Rating: — · first AC: 2025-09-02 · last AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1721.

103960M

[Hopscotch Marathon](#) · Tutorial

Rating: — · first AC: 2025-09-03 · last AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1722.

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1723.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1724.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1725.

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1726.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1727.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1728.

103960D

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

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1729.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1730.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1731.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1732.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1733.

106054K

[Kuantum](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · last AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1734.

106054D

[Day of rain](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1735.

106054J

[Jaimito's blocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1736.

106054M

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

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1737.

106054H

[Hidden divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1738.

106054B

[Block sum array](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1739.

106054C

[Circularly](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1740.

106054E

[Execution](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1741.

106054I

[Inés and her compitas](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1742.

106054L

[Lakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1743.

106054N

[Nothofagus antarctica](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1744.

106054A

[Artifact to print](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1745.

106054G

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

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1746.

106050B

[Binarical Garden](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · last AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1747.

106050E

[Extreme Mathematics](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1748.

106050K

[K Common Interests](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1749.

106050I

[Itinerary of a Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1750.

106050C

[Cavern of Runes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1751.

106050D

[Dilemma of Movies](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1752.

106050G

[Great Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1753.

106050H

[Has a Unilestep ever existed?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1754.

106050M

[Mirage of the Waterfalls](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1755.

106050F

[Framed Photo](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1756.

106050J

[Jocund Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1757.

106050L

[Liberty from Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1758.

106050A

[Analysis of a Hike](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1759.

106050N

[Name of the Marathon?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1760.

105190K

[Bad Friend](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1761.

105190A

[Boring Class](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1762.

105190G

[Da7doo7](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · last AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1763.

105190F

[Good Friend](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · last AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1764.

105190B

[Best Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1765.

105190J

[Short Statement](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1766.

105190D

[Math Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1767.

105190M

[Ali and BOX](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1768.

105190C

[Salameh Leveling](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1769.

105190H

[How Ali Sees Black](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1770.

105190E

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1771.

106016M

[Random Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1772.

103828I

[Bombing buildings](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · last AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1773.

103828D

[Ctrl+A+C+V](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1774.

103828N

[Moving grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1775.

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1776.

103828C

[Basharo is not ugly](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1777.

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1778.

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1779.

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1780.

103828E

[Do you where is Naseem?](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1781.

105262E

[Tim Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · last AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1782.

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · last AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1783.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · last AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1784.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · last AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1785.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1786.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1787.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1788.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1789.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1790.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1791.

104487H

[XY ?](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1792.

104487N

[Fixing The Servers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · last AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1793.

104487L

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · last AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1794.

104487G

[Charging Power](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1795.

104487B

[GCN](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1796.

104487D

[Similarity](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1797.

104487F

[Temporary Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1798.

104487A

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

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1799.

104487E

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

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1800.

104487J

[Lazy Abdo](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1801.

104487M

[Captain Haddock And The Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1802.

105297H

[Traffic light](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · last AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1803.

105297I

[From Baikonur to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · last AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1804.

105973E

[The Perfect Spider Web](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1805.

105973H

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

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1806.

105973B

[Red Dead Redemption 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1807.

105973C

[Binomial XOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1808.

105973I

[Statue on a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1809.

105973G

[MEX-imum Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1810.

105973J

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

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1811.

105973A

[Edgy Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1812.

105973F

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

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1813.

105297L

[Night at Hazrat Sultan](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1814.

105297B

[Chopping Down Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1815.

105297C

[Road Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1816.

105297D

[A is for Apple](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1817.

105297E

[Energy crisis](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1818.

105297A

[Nauryz](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1819.

105297K

[Grabbing plush](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1820.

105297G

[Teleporting through Kazakhstan](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1821.

105297J

[Acarajé](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1822.

101972I

[Secret Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1823.

101972B

[Updating the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1824.

101972F

[I'm Bored!](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1825.

101972G

[Minimax](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1826.

101972A

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

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1827.

101972E

[Stupid Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1828.

101972C

[Shortest Path!](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1829.

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1830.

101972H

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

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1831.

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1832.

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1833.

102861N

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

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1834.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1835.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1836.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1837.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1838.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1839.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1840.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1841.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1842.

105791H

[Homo Programmius](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1843.

105791I

[Intense Duel](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1844.

105791M

[Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1845.

105791J

[Judge Fail](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1846.

105791E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1847.

105791L

[Legendary Paper Cup](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1848.

105791D

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1849.

105791C

[Coconuts](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1850.

105791G

[Grisi Maps](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1851.

105791F

[Four is too much](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1852.

105791B

[Beautiful Handsome's Canteen](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1853.

105791A

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1854.

105791K

[Known Issue](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1855.

105809E

[Experiment with cells](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · last AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1856.

105809L

[Los Ratonos](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1857.

105809J

[Join the art class](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1858.

105809C

[Chess in 3D](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1859.

105809H

[Hiding the One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1860.

105809O

[Obfuscation technique](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1861.

105809M

[Math lesson](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1862.

105809K

[K-token Language Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1863.

105809I

[Integer dyslexia](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1864.

105809D

[Distinct Token Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1865.

105809B

[BPE Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1866.

105809G

[Game of Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1867.

105809A

[A Factory Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1868.

105809F

[Fast LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1869.

105809N

[Nature's Delights](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1870.

105264B

[Depth Range Update](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1871.

105264E

[Changes in Antwanland](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1872.

105264F

[Tree XOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1873.

105264G

[The Elden Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1874.

105264C

[Variety Hater](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1875.

105264I

[Homies and Not Homies](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1876.

105264J

[Game of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1877.

105264D

[Make It Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1878.

105264H

[Good Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1879.

105264K

[Minimum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1880.

105264A

[Goals, Goals! Everywhere](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1881.

105264M

[Kaaa](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1882.

105940M

[The Smartest at ASZoo](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-03 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1883.

105940A

[The Giraffe and the Beautiful number](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · last AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1884.

105940F

[Kilani The Tiger \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1885.

105940L

[The Elephant and the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1886.

105940E

[Kilani The Tiger \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1887.

105940H

[Cheetahs Hunting Deers \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1888.

105940G

[Cheetahs Hunting Deers \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1889.

105940J

[Zmeh The ASZoo Keeper](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1890.

105940I

[The Youngest in ASZoo](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1891.

105940K

[The Cage in ASZoo](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1892.

105940C

[The Great Zebra Quest at ASZoo \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1893.

105940B

[The Great Zebra Quest at ASZoo \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1894.

105940D

[ASZoo Animals](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1895.

105873L

[La Vaca Saturno Saturnita vs Tung Tung Tung Sahur](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1896.

105873K

[Killable Demon](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1897.

105873H

[Huron Designs](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1898.

105873J

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

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1899.

105873B

[Buying Paint](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1900.

105873D

[Delivering Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1901.

105873I

[ICPC Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1902.

105873E

[Elisas Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1903.

105873A

[Analysing Electrocardiograms](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1904.

101801D

[D. Police Stations](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · last AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1905.

101801J

[J. Weird Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1906.

101801G

[G. Colors Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1907.

101801H

[H. Don't Ever Ask a Girl for her Codeforces Account](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1908.

101801K

[K. Quantum Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1909.

101801I

[I. Odd and Even Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1910.

101801C

[C. UCL Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1911.

101801F

[F. Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1912.

101801E

[E. Create Your Own Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1913.

101801B

[B. Defeat the Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1914.

101801A

[A. Can Shahhoud Solve it?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1915.

101801L

[L. Odd and Even Count](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1916.

105757G

[Divine Powers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1917.

105757L

[Tree Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1918.

105757A

[XO-OR](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1919.

105757N

[Maximize Minimum Mex](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · last AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1920.

105757B

[Birthdays!!!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1921.

105757H

[Klein Moretti's Riddle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1922.

105757J

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1923.

105757F

[Permaban](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1924.

105757D

[Guess the permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1925.

105757E

[Easiest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1926.

100168T

[B·0D·A·B\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1927.

100168Q

[Aô@O;ja C 4C `5Cd=CäAD\\$L D\\$>Dt:C ;D4GD0](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1928.

100168R

[Aô@O;ja C 4C `5Cd=CäAD\\$L D\\$>Dt:C ,>D\\$@CT7C=C](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1929.

100168P

[Aô@O;ja C 4C `5Cd=CäAD\\$L D\\$>Dt:C ,?D OCÄ>C•](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1930.

100168O

[Aô@O;ja C 4C `5Cd=CäAD\\$L D\\$>Dt:C ;D4GD0](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1931.

100168N

[B4@C2005C08CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1932.

100168M

[B4@C2005C08CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1933.

100168L

[AD;C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1934.

100168K

[A05D05D 5Dt5C08CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1935.

100168J

[B 0D AD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1936.

100168H

[B 0D AD\\$>Dô=C,,5 CÄB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1937.

100168I

[B 0D AD\\$>Dô=C,,5 CÄB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1938.

100168G

[B 0D AD\\$>Dô=C,,5 CÄB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1939.

100168F

[B 0D AD\\$>Dô=C,,5 CÄB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1940.

100168E

[A 8D AC: D\\$@C,,AC](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1941.

100168D

[A 0Cä0 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1942.

100168C

[A7Cä10 4DÂ <CÔ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1943.

100168B

[B43Cä;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1944.

100168A

[A67CÖD =D`9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1945.

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · last AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1946.

104375H

[Hell or paradise?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1947.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1948.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1949.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1950.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1951.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1952.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1953.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1954.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1955.

105811E

[Cable Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · last AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1956.

105811F

[Night Ride](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1957.

105811L

[Trapped in the Big Apple](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1958.

105811J

[Security Breach](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1959.

105811I

[Game, Set, Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1960.

105811G

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1961.

105811H

[Lineism](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1962.

105811K

[Philadelphia Museum of Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1963.

105811M

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1964.

105811D

[City Renewal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1965.

105811B

[Card Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1966.

105811A

[Fishy Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1967.

102966M

[Magic Spells](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1968.

102966F

[Fitness Baker](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1969.

102966J

[Just Turn the Wheels!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1970.

102966B

[Baking Lucky Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1971.

102966D

[Determine the Winner Marshaland](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1972.

102966E

[Enterprise Recognition Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1973.

102966G

[Goombas Colliding](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1974.

102966C

[CLETS Patrols](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1975.

102966H

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

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1976.

102966A

[Atsa's Checkers Board](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1977.

102966K

[Kitchen Waste](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1978.

102966L

[Lets Count Factors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1979.

104386G

[CLC Loves SQRT Technology \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · last AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1980.

104386F

[CLC Loves SQRT Technology \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1981.

100989K

[Objects Panel \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · last AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1982.

100989N

[Mixed Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1983.

100989I

[Queue \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · last AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1984.

100989B

[LCS \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1985.

100989J

[Objects Panel \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1986.

100989M

[Plus or Minus \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1987.

100989H

[Queue \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1988.

100989G

[Mission in Amman \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1989.

100989D

[1D Cafeteria \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1990.

100989F

[Mission in Amman \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1991.

100989E

[Accepted Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1992.

100989L

[Plus or Minus \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1993.

100989C

[1D Cafeteria \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1994.

100989A

[LCS \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1995.

105314H

[Hamza and the Forgotten Tree Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · last AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1996.

105314E

[Ahmad and Substrings Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · last AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1997.

105314I

[Ahmad and Gifting Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1998.

105314D

[The Boys and Wasting Time Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

1999.

105314B

[Ahmad and Pairs Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2000.

105314C

[Hamza and Fulfillment Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2001.

105314K

[Ahmad and Distinct Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2002.

105314G

[Ahmad and Cinema Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2003.

105314J

[Ahmad and Prediction Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2004.

105314F

[Ahmad and Swapping Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2005.

105314A

[Rama and Cats Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2006.

104120H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2007.

104120F

[Fence Painting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2008.

104120J

[Joyful City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2009.

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2010.

104120I

[Ivan And Mega Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2011.

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2012.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2013.

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2014.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · last AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2015.

104120K

[Keypad Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2016.

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2017.

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2018.

103577G

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

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2019.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2020.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2021.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · last AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2022.

102569C

[Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2023.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2024.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2025.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2026.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2027.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2028.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2029.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2030.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2031.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2032.

102569B

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

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2033.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2034.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-28 · last AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2035.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2036.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2037.

105657M

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

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2038.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2039.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2040.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2041.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2042.

100247K

[Three Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · last AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2043.

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2044.

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2045.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2046.

100247E

[Of Groups and Rights](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2047.

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2048.

100247J

[The Best Statement](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2049.

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2050.

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2051.

100247H

[Secret Information](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2052.

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2053.

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2054.

104555K

[\\$\\$ for More, \\$\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2055.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2056.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2057.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2058.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2059.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2060.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2061.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2062.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2063.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2064.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2065.

105257E

[Trade Road](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2066.

105257K

[Lethal Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2067.

105257J

[Prime Guess II](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2068.

105257B

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

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2069.

105257D

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

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2070.

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2071.

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2072.

105257G

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

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2073.

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2074.

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2075.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2076.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2077.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · last AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2078.

100090F

[Asperger Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2079.

100090B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2080.

100090I

[Retakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2081.

100090H

[Game with the Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2082.

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2083.

100090J

[Product Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2084.

100090C

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

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2085.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2086.

100090A

[After Two Hares](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2087.

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2088.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2089.

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2090.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2091.

100187M

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

Rating: — · first AC: 2025-02-06 · last AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2092.

100187C

[Very Spacious Office](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2093.

100187I

[Derivative of Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2094.

100187G

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2095.

100187K

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2096.

100187J

[Deck Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · last AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2097.

100187H

[Mysterious Photos](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2098.

100187A

[Potion of Immortality](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2099.

100187F

[Doomsday](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2100.

100187E

[Two Labyrinths](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2101.

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2102.

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2103.

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2104.

100488J

[Hyperdromes Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · last AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2105.

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2106.

100488B

[Impossible to Guess](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2107.

100488H

[Tony Hawk's Pro Skater](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2108.

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2109.

100488M

[Construct a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2110.

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · last AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2111.

100488A

[Yet Another Goat in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2112.

100488K

[Two Pirates](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2113.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2114.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2115.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2116.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2117.

101149D

[Behind the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2118.

101149K

[Revenge of the Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2119.

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2120.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2121.

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2122.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2123.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2124.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2125.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2126.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2127.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2128.

101149J

[Panoramic Photography](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2129.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2130.

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2131.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2132.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2133.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2134.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2135.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2136.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2137.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2138.

102021F

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

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2139.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2140.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2141.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2142.

105668F

[AAB !” BAA](#) [Tutorial](#)

Rating: — · first AC: 2025-01-22 · last AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2143.

105668D

[Scoreboard Screenshots](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2144.

105668E

[Missing Number Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2145.

105668C

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

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2146.

105668B

[M\(IT\)+](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2147.

105668A

[MIT Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2148.

105316L

[BBS Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2149.

105316H

[One Punch MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2150.

105316A

[Rajae in the Kitchen](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2151.

105316C

[Hungry Horse](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2152.

105316F

[Legend Whispers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · last AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2153.

105316B

[Omar's Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2154.

105316G

[Intersection Not Allowed](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2155.

105316I

[Nested Circles](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2156.

105316E

[Zero Hour](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2157.

105316J

[Epic Fight](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2158.

105316K

[Marks](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2159.

105316M

[ACPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2160.

100985D

[MaratonIME plays Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2161.

100985J

[MaratonIME goes to the japanese restaurant \(again\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2162.

100985I

[MaratonIME goes to a japanese restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2163.

100985H

[MaratonIME goes to the movies](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2164.

100985G

[MaratonIME goes rowing](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2165.

100985F

[MaratonIME attends the lecture \(or not\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2166.

100985K

[MaratonIME goes to the karaoke](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2167.

100985E

[MaratonIME rides the university bus](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2168.

100985C

[MaratonUSP plays Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2169.

100985L

[MaratonIME goes karting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2170.

100985B

[MaratonIME plays Cirokime](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2171.

100985M

[MaratonIME returns home](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2172.

100985A

[MaratonIME helps Pablito](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2173.

105617C

[Intermediate Verticality](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2174.

105617J

[Nightmare Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2175.

105617B

[Two-Story Advent Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2176.

105617D

[Two Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2177.

105617E

[Classics](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2178.

105617I

[Prank](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2179.

105617G

[M-11 Highway](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2180.

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2181.

105617L

[Two Scooters](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2182.

104199K

[A4DäG CÖKCR @ Cä1Cä0CÖBD°](#)

Rating: — · first AC: 2024-12-19 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2183.

104199H

[A0×CÄ5D :C€](#)

Rating: — · first AC: 2024-12-20 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2184.

104199L

[A@Cj,C'NDt5CÔ8CR =C # <C,,=D4B](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2185.

104199G

[A@Cj,C'NDt5CÔ8CR =C # <C,,=D4B](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2186.

104199I

[A44CRi6CR ?C,,FDd0??](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2187.

104199F

[A@Cj,C'NDt5CÔ8CR =C # <C,,=D4B](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2188.

104199E

[AÔ5T0\\$AC ACô5Dd8C, >CD8CÔ0C^>C\\$> Cô>C`5Ct=D°](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2189.

104199J

[A@Cj,C'NDt5CÔ8CR =C # <C,,=D4B](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2190.

104199D

[AD50Ä>CÔBC 6](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2191.

104199B

[B TDAD\\$0CÔ>C\\$:C <CT1CT;C€](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2192.

104199C

[A 50;Dä4CÔKC' >D\\$5C`L](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2193.

104199A

[A 8DD8](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2194.

105530G

[I am Tired of Xor Problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2195.

105530H

[Break the Walls](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2196.

105530C

[Too Much Walking](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2197.

105530F

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

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2198.

105530I

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

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2199.

105530E

[Nice \(Medium Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2200.

105530D

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

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2201.

105530B

[Modular MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2202.

105530A

[GCD Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2203.

105272A

[Arc surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · last AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2204.

105272H

[Honor to Saturn](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2205.

105272J

[Jupiter's Dinner](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2206.

105272G

[Genealogy of aliens](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2207.

105272F

[Festival of the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2208.

105272I

[Investigating Mars](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2209.

105272C

[Cosmic candidates](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2210.

105272B

[Battle in space](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2211.

105272E

[Excavating Mercury](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2212.

105272D

[Dividing the solar pizzas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2213.

105200F

[Foreign Language](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2214.

105200D

[Don't Get Caught](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2215.

105200I

[Inversion Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2216.

105200H

[Hierarchy Mess](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2217.

105200G

[Greatest Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2218.

105200J

[Joust](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2219.

105200A

[Array Issue](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2220.

105200B

[Breaking Up Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2221.

105200E

[Earthquake](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2222.

105200C

[Correcting Exams](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2223.

105309I

[Range Flips](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2224.

105309H

[Easy palindrome question](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2225.

105309G

[Red Pandacakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2226.

105309E

[Red Pandaships](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2227.

105309F

[Yet Another Count the Pairs Satisfying a Condition Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2228.

105309D

[Cereal Grids III \(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2229.

105309C

[Shiori Novella's 3D Showcase · Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2230.

105309A

[World's Hardest Math Problem II · Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2231.

105309B

[Simple Arrays · Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2232.

103785H

[Perfect Array · Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2233.

103785E

[Hostel Cleaning · Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2234.

103785G

[Dualites in Pain - The Conclusion · Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2235.

103785F

[No Internet IPC! · Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2236.

103785C

[Dualites in Pain - The Beginning · Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2237.

103785D

[Elder Ning · Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2238.

103785B

[Poku's Vacation · Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2239.

103785A

[BCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2240.

105262L

[Growing Letters](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2241.

105262A

[The Problems Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2242.

105262G

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

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2243.

105262F

[Fibonacci Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2244.

105262C

[The Rectangular City](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2245.

105262D

[The FFT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2246.

105262H

[Hot Cappuccino](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2247.

105262K

[The Red Tomato](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2248.

105262I

[The Vampire Partner](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2249.

105262M

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

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2250.

105262B

[Re-Indexing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2251.

105262J

[Just One More Bro, I Swear](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2252.

105020I

[Omar and Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2253.

105198K

[Center of Attraction?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2254.

105198F

[Not A Giveaway](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2255.

105198I

[Optimal Tree Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2256.

105198A

[Monke's Favourite Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2257.

105198E

[Jor Shongkot](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2258.

105198H

[Stupid Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2259.

105198L

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

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2260.

105198J

[Monke, Potato and Their Knight Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2261.

105198D

[Geometry Class](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2262.

105198B

[21---0?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2263.

105198M

[Too Easy?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2264.

101291J

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2265.

101291C

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2266.

101291I

[Mismatched Socks](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2267.

101291D

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2268.

101291L

[Three Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2269.

101291K

[Six Sides](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2270.

101291M

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2271.

101291H

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2272.

101291B

[Barbells](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2273.

101291E

[Contest Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2274.

101291F

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2275.

101291A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2276.

101291G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2277.

100500E

[IBM Chill Zone](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2278.

100500A

[Poetry Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2279.

102267E

[Robots Hard](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · last AC: 2024-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2280.

105129F

[Semi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2281.

105129H

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

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2282.

105129E

[The Longest Half Hour in the World](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2283.

105129I

[Drink Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2284.

105129B

[Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2285.

105129L

[15 Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2286.

105129G

[Bonus System](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2287.

105129J

[Problem Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2288.

105129A

[Khepri and the Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2289.

105129K

[The Identity Crisis of Abdelaleem: A Prime Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2290.

105129M

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

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2291.

105129D

[Two Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2292.

103660G

[Guaba and Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2293.

103660J

[Substring Inversion \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2294.

103660F

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

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2295.

103660L

[Monster Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2296.

103660C

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2297.

103660I

[Array Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2298.

103660B

[Jiubei and Overwatch](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2299.

103660A

[Who is The 19th ZUCCPC Champion](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2300.

105123G

[Cut and Splice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2301.

105123F

[Wildfires](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2302.

105123E

[Powerhouse of the Cell?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2303.

105123D1

[Predator or Prey \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2304.

105123D2

[Predator or Prey \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2305.

105123C

[Flipped DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2306.

105123A

[Mitosis](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2307.

105123B

[Neural Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2308.

105059B

[Bus Routes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2309.

105055N

[Nim?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2310.

105055F

[Festa Junina](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2311.

105055I

[DJ Interface](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2312.

105055C

[Traveling Debtor](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2313.

105055B

[Bit Tennis](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2314.

105055E

[Email](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2315.

105055K

[Knock Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2316.

105055G

[Genie in the Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2317.

105055H

[Hawarma](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2318.

105055A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2319.

105055M

[Dimly Lit](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2320.

105055O

[Another Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2321.

105055D

[Whose Turn Is It?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2322.

104101G

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2323.

105079F

[Cupcake Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2324.

105079I

[Cupcake Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2325.

105079H

[Packing Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2326.

105079G

[Sneaking Sprinkles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2327.

105079E

[Cupcake Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2328.

105079D

[Spicy Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2329.

105079C

[Frosting Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2330.

105079B

[Polkadots](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2331.

105079A

[Ordering Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2332.

104168F

[Proofy and the cat](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2333.

104168D3

[Rotating Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2334.

104168D4

[The Dilworth Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2335.

104168E1

[Blips and Chitz](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2336.

104168E2

[Make Them Equivalent](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2337.

104168D1

[Looks Divisible To Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2338.

104168D2

[Nested Sum \(Hard Version\) · Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2339.

104168C4

[Polynomial Convolution · Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2340.

104168C2

[Flipping Cards · Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2341.

104168C3

[Nested Sum \(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2342.

104168C1

[Sets and Integers · Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2343.

104168B1

[Longest Common Suffix · Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2344.

104168B2

[Mina and Ayman · Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2345.

104168A

[Divisor Difference · Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2346.

105020N

[How many rectangles? · Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2347.

105020L

[Black and White Tree · Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2348.

105020E

[The Detective Game · Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2349.

105020F

[Distinct](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2350.

105020K

[Wrong digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2351.

105020M

[Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2352.

105020C

[Ice Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2353.

105020B

[Hungry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2354.

105020J

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2355.

105020G

[String Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2356.

105020H

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2357.

105020A

[Mood](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2358.

104101B

[Steel of Heart](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2359.

104101L

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2360.

104101K

[Bit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2361.

104101F

[Survivor](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2362.

104101J

[Simple Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2363.

104101C

[Add 9 Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2364.

104101A

[OP](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2365.

104678I

[Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2366.

104678H

[Make a wish!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2367.

104678E

[Football tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2368.

104678G

[Two ants](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2369.

104678J

[Find the cat](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2370.

104678C

[Storybooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2371.

104678B

[Streamer night](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2372.

104678F

[Astronomy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · Python 3 (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2373.

104678D

[Basic examination](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2374.

104678A

[Ornament](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2375.

104257I

[I'm in love with Instagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2376.

104257D

[Dom's Discovery](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2377.

104257C

[Clubhouse Celebrity](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2378.

104257L

[League of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2379.

104257B

[Bicycle Burglar](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2380.

104257H

[Hiro's Hero](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2381.

104257J

[Jiggle Joggle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2382.

104257G

[Go Go GPA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2383.

104257E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2384.

104257A

[Acceptable Answer](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2385.

104069G

[Grand Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2386.

104069C

[CCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2387.

104069H

[Harada Football Clube](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2388.

104069F

[Food Queue](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2389.

104069I

[Irritating Carlinhos](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2390.

104069J

[Journey through time](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2391.

104069B

[Best University ID](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2392.

104069E

[El Classificador](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2393.

104069A

[Abducting Nathan!](#) · Tutorial

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2394.

104069D

[Diary of Hapiness](#) · Tutorial

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2395.

104974L

[Gifts](#) · Tutorial

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2396.

104974J

[Bouquet of Flowers](#) · Tutorial

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2397.

104974O

[Gift Battle](#) · Tutorial

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2398.

104974H

[Chocolate Messages](#) · Tutorial

Rating: — · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2399.

104974B

[Arcade Game](#) · Tutorial

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2400.

104974K

[Chocolate Tree](#) · Tutorial

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2401.

104974E

[Intern Florist](#) · Tutorial

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2402.

104974G

[Truecaller](#) · Tutorial

Rating: — · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2403.

104974I

[Collin-Count](#) · Tutorial

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2404.

104974D

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2405.

104974A

[Happy Valentine's Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2406.

104308H

[Wonder Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2407.

104308K

[An Incantation Long Remembered](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2408.

104308I

[Colorful Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2409.

104308J

[Traveling Alien Masud](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2410.

104308E

[Unwanted Divisors Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2411.

104308A

[Rain Rain Go Away, Come Again Another Day!](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2412.

104308G

[Keyboard Warrior Roshid](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · PyPy 3-64 (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2413.

104308D

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

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2414.

104308B

[Signature Nightmare](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · PyPy 3-64 (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2415.

104308C

[Optimal Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2416.

103800C

[Ginger's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2417.

103800I

[Ginger's balance](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2418.

103800J

[Ginger's cow](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2419.

103800L

[Ginger's function](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2420.

103800E

[Ginger's coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2421.

103800B

[Ginger's game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2422.

103800D

[Ginger's line](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2423.

103800H

[Ginger's clone](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2424.

103800A

[Ginger's number](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2425.

100883G

[Count Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · last AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2426.

100883A

[Random Fightings](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2427.

100883I

[Teleportia](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2428.

100883E

[xortion](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2429.

100883H

[tourists](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2430.

100883D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2431.

100883C

[Too Many Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2432.

100883J

[palprime](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2433.

100883F

[Print Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2434.

100883B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2435.

102830B

[Tryouts](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2436.

101804C

[China Adventures](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2437.

101804B

[Before the Great Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2438.

101804E

[Efficient Tracking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2439.

101804F

[First Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2440.

101804G

[Greatest IME](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2441.

101804A

[Adaptation Stories](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2442.

101804D

[Dire Grades](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2443.

103797B

[Bus Bet](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2444.

103797G

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2445.

103797F

[Faulty Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2446.

103797H

[High Profile Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2447.

103797E

[Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2448.

103797D

[Dynamic Duo](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2449.

103797I

[I cry](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2450.

103797A

[Advisor Enemies](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2451.

103797J

[Judge Crush](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2452.

103797C

[Cute Sentences](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2453.

104415E

[Elevator Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2454.

104415J

[Jagged Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2455.

104415G

[Graphical Nightmare](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2456.

104415F

[Frisbee Training](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2457.

104415H

[How do you spell this?](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2458.

104415B

[Beached Cannons](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2459.

104415A

[Attendance Points](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2460.

104415I

[Impressing the Captain](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2461.

104415D

[Daydreaming Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2462.

104415C

[Candy Shop](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2463.

104886D

[GCD Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2464.

104886C

[Fair Grading](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2465.

104886B

[Easy Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2466.

104886A

[Schedule Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2467.

100135D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2468.

100135C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2469.

100135B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2470.

100135A

[A · Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2471.

101063J

[The Keys · Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2472.

104683F2

[Maximum Flow in DIV3?\(Hard Version\) · Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2473.

104683F1

[Maximum Flow in DIV3?\(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2474.

104683E

[L-shaped Dominoes · Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2475.

104683D

[Sum and Difference · Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2476.

104683C

[Yet Another \$\div 2\$ or \$+1\$ Problem · Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2477.

104683B

[Left or Right Shift · Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2478.

104683A

[Banis and Cards · Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2479.

104663E

[Fruit Seller of KUETLand · Tutorial](#)

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

[Kareem_Elgoker's solution](#)

2480.

104663J

[Strange Metro Rail · Tutorial](#)

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

[Kareem_Elgoker's solution](#)

2481.

104663M

[Banana Monitor](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

2482.

104663I

[Semi-Palindromic Tree](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

2483.

104663F

[Lazy KUETian](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

2484.

104663A

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

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

[Kareem_Elgoker's solution](#)

2485.

104663H

[Rotated Image](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

2486.

104663B

[Digit occurrence Sum](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

2487.

104663L

[Not-Incomplete](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

2488.

104663C

[Don't Let Them Pass](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

2489.

104663K

[Divisible by three](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

2490.

104663G

[Not So Easy](#) · [Tutorial](#)

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

[Kareem_Elgoker's solution](#)

2491.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2492.

101086B

[Brother Louie](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2493.

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2494.

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2495.

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2496.

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2497.

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2498.

101086L

[Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2499.

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2500.

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2501.

102035J

[Negative effect](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2502.

102035C

[Apple Shops](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2503.

102035H

[Zuhair and the Dag](#) · Tutorial

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2504.

102035L

[Scientist Ayoub \(B\)](#) · Tutorial

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2505.

102035I

[Abu Tahun Mod problem](#) · Tutorial

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2506.

102035B

[Mahmoud the Thief](#) · Tutorial

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2507.

102035K

[Scientest Ayoub \(A\)](#) · Tutorial

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2508.

102035M

[Ahmad Jaber Rectangles](#) · Tutorial

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2509.

102035D

[Coach Ayoub](#) · Tutorial

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2510.

102035E

[New Max](#) · Tutorial

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2511.

102035A

[N integers](#) · Tutorial

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2512.

1010211

[Guess the Number](#) · Tutorial

Rating: — · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2513.

101028I

[March Rain](#) · Tutorial

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2514.

104536E

[LIS Maximization](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2515.

104536F

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

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2516.

104536C

[Maximum GCD Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2517.

104536H

[Sort Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2518.

104536A

[XOR Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2519.

104536B

[Maximize the Mean](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2520.

102961M

[Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2521.

102961H

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

Rating: — · first AC: 2023-08-27 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2522.

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2523.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2524.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2525.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2526.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2527.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2528.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2529.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2530.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2531.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2532.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2533.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2534.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2535.

104393E

[Elisa's Melodies](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2536.

104393J

[Jane's Party Salad](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2537.

104393H

[Harvesting Apples](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2538.

104393F

[Funny Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2539.

104393C

[Counting Risk Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2540.

104393A

[Acrobatic Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2541.

104393G

[Getting the Real Weight](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2542.

104393D

[Destroying Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2543.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2544.

100814E

[Palmyra](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2545.

104468M

[Resli-utiful Indices](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2546.

104468A

[Salahiano-utiful Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2547.

104468H

[Ammar-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2548.

104468E

[Tareq-utiful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2549.

104468D

[DBSucks-ugly Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2550.

104468J

[Elias-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2551.

104468F

[Resli-utiful Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2552.

104468C

[Ammar-utiful Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2553.

104468K

[Damas-utiful vs Aleppo-utiful](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2554.

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2555.

100814K

[PhD math](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2556.

100814L

[Candy Jars](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2557.

100814D

[Frozen Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2558.

100814A

[Arcade Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2559.

100814G

[It is all about wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2560.

100814B

[Unlucky Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2561.

100814I

[Salem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2562.

100814F

[Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2563.

101020K

[Clash Of Snakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2564.

101020D

[Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2565.

101020H

[Weekend](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2566.

101020E

[Napoléon](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2567.

101020G

[Cutie Pie](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2568.

101020I

[Playing With Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2569.

101020C

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2570.

101020F

[The Best Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2571.

101020J

[Good Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2572.

101020B

[Paper Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2573.

101020A

[Jerry's Window](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2574.

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2575.

101498J

[Spilt the String](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2576.

101498H

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

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2577.

101498D

[Counting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2578.

101498I

[Rock Piles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2579.

101498B

[Longest Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2580.

101498E

[Car Factory](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2581.

101498A

[Watching TV](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2582.

101498C

[Lunch Break](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2583.

101343J

[Husam and the Broken Present 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2584.

101343B

[So You Think You Can Count?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2585.

101343K

[Counting Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2586.

101343A

[On The Way to Lucky Plaza](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2587.

101343C

[MRT Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2588.

101343E

[Abdallahman Ali Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2589.

101343F

[Certifications](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2590.

101343H

[Give Me This Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2591.

101343I

[Husam and the Broken Present 1](#) · Tutorial

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2592.

101343G

[In the Chairman's office](#) · Tutorial

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2593.

101343D

[Husam's Bug](#) · Tutorial

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2594.

102152D

[XOR Permutations](#) · Tutorial

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2595.

102152C

[Large GCD](#) · Tutorial

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2596.

102152B

[Memory Management System](#) · Tutorial

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2597.

102152J

[Grid Beauty](#) · Tutorial

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2598.

102152I

[Array Negations](#) · Tutorial

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2599.

102152H

[The Universal String](#) · Tutorial

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2600.

102152E

[Building Strings](#) · Tutorial

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2601.

102152F

[camelCase](#) · Tutorial

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2602.

102152G

[The Special King](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2603.

104447D

[Could you help the judges?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2604.

104447F

[Isn't it a hard problem?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2605.

104447M

[Is it possible?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2606.

104447B

[How Aswad Use Telegram?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2607.

104447G

[What is Kaito's delimma?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2608.

104447A

[Is It A Math Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2609.

104447L

[Amazing Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2610.

102267J

[Zoo](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2611.

102267D

[Robots Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2612.

102267I

[Ultimate Army](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2613.

102267F

[Arena Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2614.

102267K

[Birthday Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2615.

102267B

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2616.

102267H

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

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2617.

102267C

[Matryoshka Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2618.

102267A

[Picky Eater](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2619.

103241N

[Teleport](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2620.

103241L

[Cooked Fish \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2621.

103241M

[Shion's Feast](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2622.

103241K

[Necklaces](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2623.

103241J

[Making Stonks](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2624.

103241I

[Chessbot's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2625.

103241H

[Position of Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2626.

103241G

[Matching Mispronunciations](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2627.

103241B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2628.

103241F

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2629.

103241E

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

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2630.

103241D

[Abc's \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2631.

103241C

[Lattice Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2632.

103241A

[P=NP](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2633.

1021575

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2634.

1021572

[Does it Percolate?](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2635.

1021571

[Nuclear Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2636.

1021576

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2637.

1021574

[North East South West](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2638.

104381K

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

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2639.

104381B

[Knishop](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2640.

104381D

[Star Trek Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2641.

104381J

[Rash Cloyale](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2642.

104381C

[Bashy Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2643.

104381G

[Anti-Gravity Boots](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2644.

104381H

[Grocery Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2645.

104381A

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2646.

104381F

[Hello World!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2647.

104246L

[Let Find The Line](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2648.

104246K

[Knight, Read The Problem Statement Carefully](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2649.

104246G

[Grid Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2650.

104246F

[Find Rewards from RAPL](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2651.

104246J

[Just a Magic Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2652.

104246H

[How Far have You been?](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2653.

104246C

[Cave & Tommy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2654.

104246D

[Distribute the Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2655.

104246A

[AI vs Programmers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2656.

102388C

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2657.

102388E

[Stables](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2658.

102388A

[Strange Base](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2659.

102388F

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2660.

102388B

[Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2661.

102388D

[Secret Messages](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2662.

102388G

[Snails](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2663.

101532C

[Large Summation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2664.

101532D

[Counting Test](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2665.

101532K

[Palindromes Building](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2666.

101532I

[The Crazy Jumper](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2667.

101532A

[Subarrays Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2668.

101532H

[Corrupted Images](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2669.

101532B

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

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2670.

101532G

[Magical Indices](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2671.

101532J

[The Hell Boy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2672.

104426M

[Kubernetes](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2673.

104426B

[Permutation Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2674.

104426L

[Protecting The Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2675.

104426I

[Yazan's game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2676.

104426H

[Abo Abdo Smoothies](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2677.

104426A

[G Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2678.

104426C

[SYPUCPC Problemsetting](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2679.

104426N

[Ichthyophobia](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2680.

103150G

[Segmentation Fault](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2681.

103150D

[Moving Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2682.

103150H

[William Tell](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2683.

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2684.

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2685.

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2686.

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2687.

103150A

[Addition Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2688.

103150E

[o](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2689.

101375J

[MaratonIME goes to Mito](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2690.

101375C

[MaratonIME eats japanese food](#) · Tutorial

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2691.

101375K

[MaratonIME bot](#) · Tutorial

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2692.

101375E

[MaratonIME does \(not do\) PAs](#) · Tutorial

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2693.

101375L

[MaratonIME doesn't like odd numbers](#) · Tutorial

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2694.

101375G

[MaratonIME does a competition](#) · Tutorial

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2695.

101375D

[MaratonIME in the golden moment](#) · Tutorial

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2696.

101375H

[MaratonIME gets candies](#) · Tutorial

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2697.

101375F

[MaratonIME educates](#) · Tutorial

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2698.

101375I

[MaratonIME divides fairly](#) · Tutorial

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2699.

101375B

[MaratonIME challenges USPGameDev](#) · Tutorial

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2700.

101375A

[MaratonIME stacks popcorn buckets](#) · Tutorial

Rating: — · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2701.

102397G

[Super Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2702.

102397F

[Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2703.

102397J

[AbuTahun and Flash Memories](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2704.

102397I

[Dr.Hjjawi and the MCQ](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2705.

102397H

[Mahmoud and the flagstones](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2706.

102397E

[Bashar and the bad land \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2707.

102397D

[Bashar and the bad land \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2708.

102397C

[The Ending Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2709.

102397B

[Calculate The Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2710.

102397A

[Bashar and SHAWERMA!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2711.

101502C

[Ahmad and Spells](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2712.

101502I

[Move Between Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2713.

101502J

[Boxes Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2714.

101502G

[Most Common Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2715.

101502D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2716.

101502F

[Building Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2717.

101502B

[Linear Algebra Test](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2718.

101502K

[Malek and Summer Semester](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2719.

101502E

[The Architect Omar](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2720.

101502H

[Eyad and Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2721.

101502A

[A Very Hard Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2722.

101853J

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

Rating: — · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2723.

101853C

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2724.

101853K

[Citations](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2725.

101853I

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2726.

101853A

[Zero Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2727.

101853F

[Working Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2728.

101853D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2729.

101853H

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2730.

101840F

[Forgot the Flag!](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2731.

101856G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2732.

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2733.

101856L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2734.

101856K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2735.

100712G

[Heavy Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)

2736.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Kareem_Elgoker's solution](#)

2737.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kareem_Elgoker's solution](#)